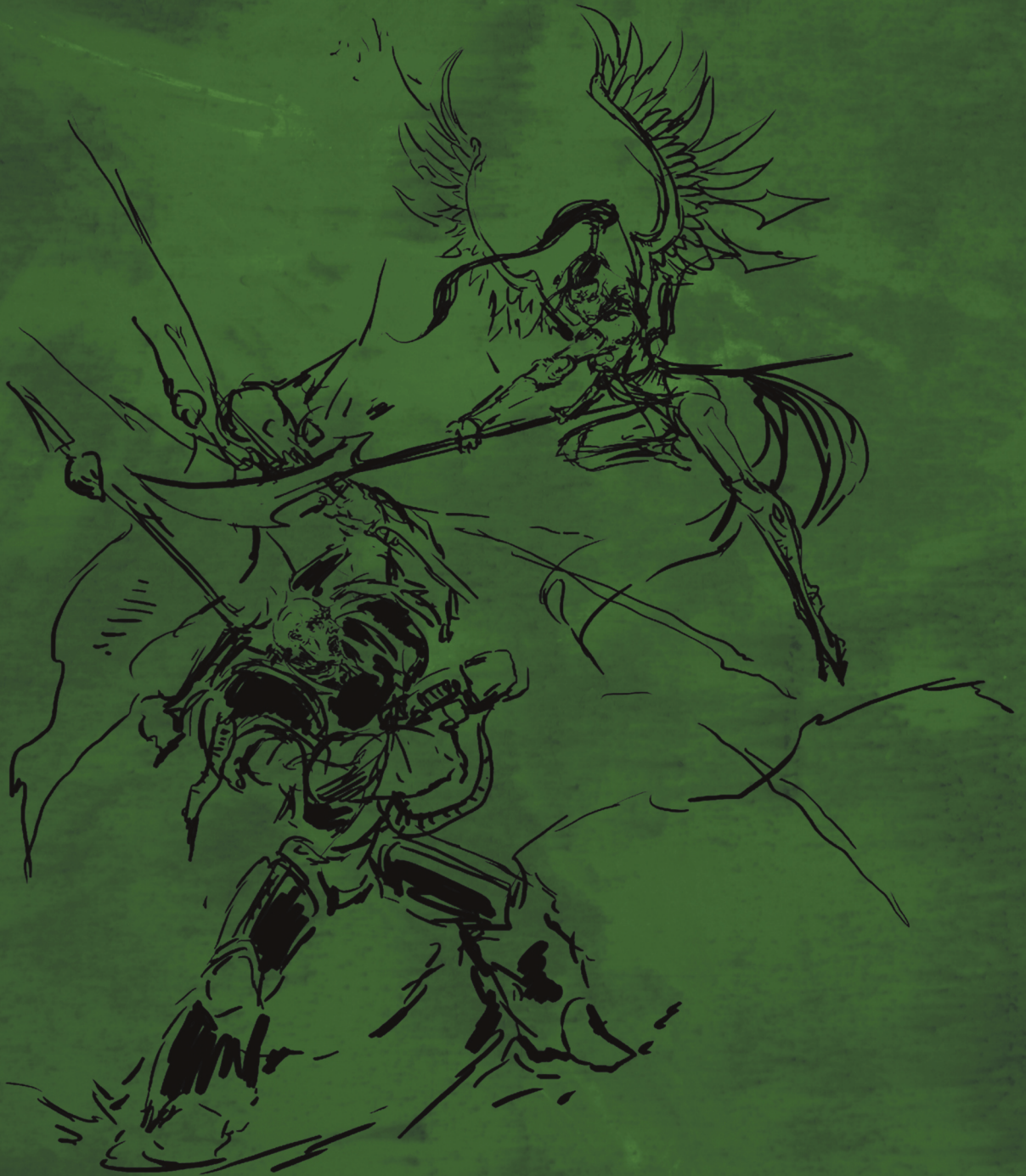


URBAN WARFARE



By Torquemada

Special Thank You page!

My sincerest thanks and the reasons why go to the following people:

The cover (made extremely printer friendly now) and the pretty mission schematics, were drawn by my beloved girlfriend **Džeina Adele Ungure. (SweetLime)** (her name's Jane, this is just the Latvian spelling for the word) – she also photoshopped the nice cosmoserbian picture. Thank you for the picture in the Ranom Things section goes to **Kārlis Rutkovskis (Glewes)**.

Random pictures taken from **Boot Camp boards and all the people within**. Have to like those guys – friendliest and craziest board on the planet.

Special thanks to **Howard Hendrickson (Whose nickname I don't know, but I know he's from Boot Camp)** for helping me to stay alive, and **Makoto (Whose name I don't know)** and **Gints Romanovskis (Halceon)** for helping me polish the grammar of this document.

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Roman Novikov (Roma) and **Nikolay Pomikanov(SaintNick/Maeda)** get an insanity award, for translating this to Russian.

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I'm not gonna lie. I want to punch everyone.

/Mothegreat/

Technically, fisting is not punching.

/D503/

Urban Warfare V0.6

What is this Urban Warfare anyway?

This is a rules set, written by Torquemada (GoldLeader) the quartermaster of the Boot Camp boards, which will allow you to play small scale, scenic, very much RPG-like campaigns with your WH40K miniatures. Basically, it's about the small amount of survivors from some large-scale battle, trying to stay alive (this involves looting, killing other survivors and making contact with the civilians) in a post-apocalyptic dystopia. In 40K. And some of the mechanics really contradict the canon. I don't care, it's really fun. Urban Warfare is based upon bashing together kill-team and necromunda rules and then genetically altering the inbred mutant offspring that is produced. Think something like XCOM, just on tabletop. With more blood and more feelings when your guys die. Or become awesome. Also, insanity. Note that this is just the campaign rules, you will need a Warhammer 40,000 rulebook and a codex for your army to play this. Where the rules differ from the rulebook, they will be explained in detail, but due to legal reasons, I cannot possibly write any rules from the rulebook itself in here.

Legal Stuff:

Everything even loosely 40k related and the 40k itself belongs to Games Workshop. I'm from eastern europe, and they can't get me here, so I won't bother with the full text. In short – I do not claim to own anything concerning 40k, and do not seek to gain any profit from this. If you want/need the full copyright text to be seen, please send it to me, and I'll place it here.

Some comments

I am not a native english speaker, and, as some of you know, much of this document was written under the influence of beer or other alcoholic substances. I'm from Latvia, and we, northern barbarians need booze to get shit done. This is the part where I apologize for all the grammar/spelling mistakes I've made in the document, but I hope it is understandable, readable and won't cause you headaches while reading it/playing by it.

Also as you've noticed by now, this document has some comedy value in itself, and contains some strong language. And it will stay that way – if you're too much of a pussy to read this book, you're too much of a pussy to play Urban Warfare! (But I will make a censored version for your non-Boot Camp friends. Not everyone's as badass as we are.) Also, after this reaches at least 1.0 version, i'm making a WHFB one (morfheim + regiments of renown) version too.

Status of the project

We're going Beta, baby! That means, please do the testing and if (or, more likely, when) you read something you'd like to be changed, either find me on skype as lhatebalrog, on Boot Camp boards as, well, Torquemada, or just send me an e-mail on lhatebalrog@gmail.com

Creating your bunch of rag-tag misfits.

(Army composition.)



Before you can indulge your unnatural desires to play with little plastic men, you need to have a force to play with. This section will explain what are the rules for the initial force of your Urban Warfare campaign/event.

Army List

Each player must select a force worth **200 points** of course, including upgrades, from any legal WH40K codex. Use Imperial Armor books/fan made stuff on your own discretion (and, hopefully, with the permission of your friends) because these rules weren't (and won't be, because I'm poor) tested using any FW/Fanmade stuff, and aren't balanced for such. Note that until I make my own kill team roster, which is planned in the future, it is **HIGHLY** recommended to use the necromunda gang roster in a campaign, because, as in there, the individual soldier stats will increase, as will his equipment – and you'll need to follow your force on a per-soldier basis. These can be easily found on the internet for free, in every shape or form imaginable. Note that the following limitations apply to the initial force only, units and upgrades that will be available for purchase later follow different rules, which will be described later, in the upkeep part of the document.

The following rules are in effect:

1. Everything is purchased on a per-model basis. That means, you don't buy an Imperial Guard 10-man veteran squad for 70 points, you buy each veteran separately for 7 points each using simple division. (Or, if any is available, use the per-model cost given to the “additional models” such as 40 points for terminators/ogryns or 16 points for storm troopers/marines) Usually, there's some sort of a leader in these squads (sergeant for Imperial Guard squad or a Space Marine squad, Exarch for Eldar etc, Hecatrix for a Dark Eldar Wych squad etc.)

When you're buying models for points, you cannot buy characters from the squad, all purchased models are considered to be the most basic form of soldier available to the squad. There's an exception to this, however – The rule is in effect **unless you buy the whole squad**. In this case, one member of your squad becomes a sergeant. Another exception is the sergeant status you have to purchase for points. (for example, Tau crisis team, which doesn't get their sergeant for free, or the upgrade to veteran sergeants for Dark Angels). It is treated as a regular upgrade. However, **there is a limit of one sergeant per force**. This means that your force can consist, for example, of 3 tactical

marines, 1 assault marine, 1 vanguard and 3 scouts.

In addition, **at least 50% of the total amount of models in your force must come from the troops selections** and **up to 25% each can come from Elites and Fast attack selections**. You cannot select any units from the HQ or Heavy Support selections.

Allowed unit types are: infantry, jump infantry, jet pack infantry, beasts, cavalry, bikes and jetbikes. NO named or unique characters (Guardsmen Marbo, Old One-Eye, Kharn etc.) are allowed. **Only allowed Vehicles are Walkers with the total armor value of 34 or less, and no more than a single walker per gang is allowed.** (Note that these Walkers have special rules concerning experience)

No model can have an armor save better than 3+, or an invulnerable save better than 4+ or have more than 2 wounds at the start of the campaign. All of the force must come from a single codex, allies or fortifications are not allowed.

Restrictions of units don't apply – you can, for example purchase single guardsmen, ignoring the platoon structure for example, or ignore any 1+ units your army must have. Or take Dark Eldar beasts without the beastmaster, or the like. Note: Please, use logics concerning this. I'm clearly NOT games workshop, i'm doing this alone, and can't figure every possible situation out myself.

All special rules affecting the whole unit are in effect for each model separately – because, as you'll see later, each model is on his own, and is treated as a separate unit for gaming purposes.

2. All upgrades are also calculated for a per-model basis. (As in the case of said veterans – a doctrine costs 30 points for the whole squad, so it costs 3 points per model) **All restrictions concerning unit size are in effect.** (That means, Space Marines, for example, can get their free flamer and rocket launcher only if there are 10 of them.) **Use simple division to find out how many models you must have for each special weapon you can take.** That is, if you're allowed to take 2 special weapons in a 10-man squad, you must have at least 5-models purchased from the squad to take one, and a full squad to take two. If, for example, you're allowed to take 3 special weapons in a 10 man squad, use logics to help you – you can have first special weapon when the amount of models taken from that squad hits 4, next one is at 7 and the third one at 10.

If you can only take a single special weapon per squad, then you must have at least half of the models from the squad. Heavy weapons, where applicable and differed from special weapons, are treated in the same way, and are added to the number of weapons per soldiers that the squad can take. **Only the sergeant can purchase sergeant upgrades. Any specific sergeant upgrades that affect the whole squad, affect ONLY the sergeant itself.**

3. If you have a „random” rollable upgrade (Such as Dark Eldar combat drugs, CSM/Chaos Daemon daemonic gifts/boons, Penal Legionnaires special rules etc.) **roll once for each model separately, and note that result in the army roster. The model then gains that bonus permanently. In case of „choosable” upgrades** (such as IG stormtroopers special missions) **again, choose for each model separately, and they gain that bonus permanently. This includes psykers** – you roll/pick your powers during army generation and use the same powers throughout the campaign.

4. At this point, you should be done with points values. If you have some points left (but no more than 5) they are added to your stash. (For example, John has made a 197 point list. He gets 3 points in his stash to even things out. Tim isn't as good in math and squeezing in useless upgrades, so he ended up with a 193 point list. He gets 5 points in his stash, and the remaining two points are obliterated.) The limit here is intended to prevent the abuse of stashed points, as those points have a much higher “purchase power” - as you'll see later, they are not bound by the same limitations as the starting 200. For example, one would gain quite an advantage from making just a 50 point list, and keeping 150 points in reserve, so the limitation is intended to prevent abuse. The stated 5 points are more of a guideline, however, and players should determine what is considered “abusing the rules” themselves.

5. You must have at least 4 non-vehicle models in your force, and no more than 15 models. You must nominate 3 models as “Veterans” - these can't be vehicles. (or “Specialists, or “Murderers” or “The Dudes” or whatever really. I'll call them Veterans here) **and 1 model as the “Leader” - he also can't be a vehicle.** Your leader also CANNOT be one of the veterans.

Also, it's not mandatory, but it would be very wise, to nominate someone with a high leadership score as your leader. Your veterans get a single special rule from the following list, each (permanently). No duplicates of the same special rule are allowed: **Adamantium Will, Armourbane, Blind, Counter Attack, Crusader, Deep Strike, Eternal Warrior, Fear, Fearless, Feel No Pain, Fleet, Fleshbane, Furious Charge, Hammer of Wrath, Hatred, Hit and Run, It Will Not Die, Infiltrate, Monster Hunter, Move Through Cover, Night Vision, Preferred Enemy (Everything!), Rage, Rampage, Relentless, Shred, Scout, Shrouded, Skilled Rider, Stealth, Strikedown, Stubborn, Tank Hunter.**

Also, remember that as the official FAQ said, Fleshbane and Armourbane is applicalbe to melee attacks only, as those are model special rules, not weapon special rules. **Your leader is a special sort, he gets to roll on the following table.** The following table also contains a bunch of dumb geek culture references, because the author is somewhat entertained by them and is an idiot. Roll 2d6, and and look up the appropriate result on the table. Your leader gets the stated bonus permanently (Told you to use the necromunda gang sheets, didn't I?)

Table 1 – Leader skills

2: Good luck, commander.	Once per each battle, your leader gets a single re-roll. (Of anything.) This can be used to even re-roll a re-roll. (For example, in the case of a missed twin-linked gun shot) This can also be used to re-roll who goes first and sieze the initiative, and mission rolls etc..
3: El Psy Congroo	Your leader will be forced to roll on the serious injury chart after being taken out by shooting (or anything else, that is not close combat) on a roll of 5+ rather than 4+. If he's taken out in close combat (including sweeping advance), or by an instant death causing shooting attack, he's

	forced to roll on the serious injury chart on a roll of 2+ rather than always.
4. I have no memory of this place	You can re-roll any one roll to determine what territories you have at the beginning of the campaign. You have to keep the second result though.
5: Faster than a laser bullet.	Your leader can now move 2 inches further each movement phase. (in case of difficult terrain, roll two dice, pick highest, then add 2 to the result.)
6: 'tis but a scratch.	Your leader can never be wounded on a to wound roll of 1 or 2. Minimum score to wound the leader, regardless of the weapon's strength or any special rules, such as "poison" is always 3+. This also affects any "wounds automatically" effects – they still need to roll to wound on a 3+.
7-8: Code of hero.	Your leader gains either +1 weapon skill OR +1 ballistic skill
9: THIS. IS. MY. BOOMSTICK!	One of your leader's ranged weapons gets +1 strength OR one of your leader's ranged weapons increases (betters) it's AP by 1. (AP4 becomes AP3, and so forth).
10: Mother Russia makes you strong.	Your leader gets +1 Strength OR +1 Toughness OR +1 Attack.
11: A light, shining in darkness.	Your leader gets +1 Initiative OR +1 Leadership OR +1 wound. (Note that this extra wound cannot be taken if your leader already has two wounds, as it would take him over the limit)
12: War, war never changes.	Your leader gets any two special rules, without limitations, from the veteran list. OR you can pick any other result from this table.

At this moment, you should have determined 1. What models will be in your army 2. What upgrades shall they have 3. Which ones are the veterans and what special rules do they have. 4. Who is the leader and what's his special bonus.

Now, again, please use the Necromunda gang roster if possible, and write down on paper the name of the warband itself, each of your warband's member's names, (names are mandatory) and all of their statistics/equipment in the appropriate sections. (A word of advice - In case of necromunda rosters – just write your armour save in the part, reserved for movement, as we use standard 40k rules for that) Remember that each of your models are treated as a single unit in this type of play, and they will become better equipped and more experienced in time, and their statistics will change. So, please use a pencil. When these basics are done, you can move to the other part of your roster, namely, things concerning the campaign play.

Campaign List

While you're still in the “I get to roll for crazy things” mood, let's start with the **Territories**. As in Necromunda, your gang has some control over what's left after the huge battle/war they survived. They still need a base of operations, basic resources and whatnot. Most probably, some surviving civilians could be forced to help, or even bargained with. This is represented by territories, giving you some points (and/or other effects) after each battle, in the upkeep phase. Each gang starts with **five** territories, these are determined by rolling a **D66** (Roll 2d6 where one of the dice represents the 10's and the other one the 1's), and then looking up the result on the table 2 – territories. Note each territory on your gang roster sheet. You can have multiples of the same territory, with the exception of the battlefield (result 65).

Table 2 – Territories

Roll	Name	Income in points and <i>special effects</i> (if any).
11	Scrapyard	D6 Your gang has found a scrapyard full of spare parts from broken military equipment. They can use this to fix theirs or trade some of the parts to natives/civilians for other resources. Of course, sometimes something on the more unstable end of the yard blows up in your face, but then again, what doesn't?
12-16	Old Ruins	1 It's a ruin. You can sleep there, and be at least partially protected from the elements. Sometimes, your leader has dreams about making a model of one, and using it to play tabletop wargames.
21-25	Food Source	2 You have located a place which holds a natural food source – A fruit garden, a forest patch full with game, a field of wheat or a herd of wild pigs. Or even just a sewer tunnel filled with rats. Most probably a sewer tunnel filled with rats.
26	Illegal Drug Lab	2d6 You have found a place with the equipment (and some survivors with the skills needed) to make drugs. Including, but not limited to meth, painkillers, meth, combat drugs, Hypex and LSD. That allows you to either create medicine for yourself and for trading, or just to get high and sell the next hit to some junkies. Be warned, however, that this stuff is addictive. <i>If you roll a double on the collecting roll, then one of your gang members, determined at random, has become addicted. He now costs 1 extra point to upkeep, as you have to keep him on a steady supply. A gang member can be addicted more than once, and the effects are cumulative. One-time payment of 5 points cures any addictions, however, he can become addicted again.</i>
31-35	Settlement	3 A settlement of native civilians who have somehow managed to survive. Useful, as they provide food, shelter, resources and low-quality entertainment. Also, they have small, but vicious attack dogs. <i>After each battle, roll a d6. On a roll of 6, you have acquired one of the settlement's attack dogs for your own use. Write it down in your gang roster. It is a beast with the following</i>

		<i>statistics: WS4 BS1 S3 T3 W1 I5 A2 Ld5 no armor, but has a 5+ invulnerable save, because it's really evasive. It's weapons are it's teeth. It can never get any other equipment, but can gain experience and learn Combat, Ferocity and Agility skills and increase statistics. Who's a good boy?</i>
36	Mine Workings	D6 You have found a mine of some valuable ore or minerals in a secret location. You can sell them to the local merchants. Some civilians are already working there for a slice of profits and/or not getting killed and/or basic sustenance. <i>You can put your captured enemy soldiers to work in the mine too. Each captive worker adds +1 to the income roll. You can then sell the soldier back at a later time.</i>
41-42	Service Tunnels	1 You have found some old planet-wide metro service tunnels. And, possibly, some sewer network as well. Stinky, yet effective. <i>That means 3 of your soldiers can now be placed in the strategic reserve, arriving anywhere on the ground level at least 8" from the enemy.</i>
43-44	Warehouse	D6 Your gang has located a warehouse, filled with some random useless supply such as toilet paper, chairs or protein bars. Though, of no use to the gang, these supplies can be sold to the native civilians for a profit.
45-46	Comms Station	1 Your gang has found a comms station. And it still works! This allows you to play some music in your voxbeads while you do battle, and also, to communicate with your reserves better, making sure they arrive when needed the most. <i>You can re-roll your reserves rolls.</i>
51-52	Water Source	D6 Your gang has found a well, a clean spring, a military reserve tank or some other source of clean, fresh drinking water. This, of course, is in high demand among the local civilians.
53-54	Distillery	D6 Your gang has found a makeshift distillery, that can be used to produce alcohole. Moonshine sells well, and medical spirits can disinfect wounds.
55-56	Local Market	D6 You have located a scrap market where all kinds of random bits and bobs are sold. And some of the merchants are ready to pay for protection. <i>They will also buy any of the loot, recovered in the appropriate missions, giving you an extra +1 point for each loot counter.</i>
61	Friendly Doc	D6 You have found a hospital, and turns out, some of the staff members are still working – and they'll be happy to heal your soldiers and provide them with some medicaments, in fear of their lives. <i>They will also buy the bodies of your dead soldiers, as they provide a useful supply or spare organs and limbs for transplant. You can sell them any of your deceased soldiers and captured enemy soldiers for 3 points each.</i>

62	Workshop	D6 Well, they sure aren't techpriests, but the local repairmen working here will fix your equipment nonetheless. For protection they'll also share some of their profits from fixing the native civilian stuff. <i>They can also tinker with your ranged weapons a bit, making some “modifications” and “upgrades”. Unfortunately, safety is not among their priorities. By paying 3 points per weapon, you can increase it's strength by 1. However, the weapon also gets the Gets Hot special rule from now on. A weapon can only be ugraded once, but there's no limit to how many weapons you can upgrade this way. Ranged weapons only.</i>
63	Gambling Den	2d6 Turns out, gambling is still very much alive, even in the wastes. Your gang is running the operations of a formerly abandoned casino on the side. (with some help from a couple of interested – in one way or another - natives) Too bad that most of the living population isn't what you'd call a “nice person” and cheating is rampant. <i>If you roll doubles while rolling for income, no income is generated and you lose that many points from your stash .</i>
64	Brothel	2d6 Your gang has find a bunch of scared prostitutes, holed up in their old brothel, hiding from the war. As the war has ended, you've put them to good use by some manner or another. They provide their services for the natives, and you provide safety. Everyone's a winner. However, <i>on a roll of a double 1, one random soldier of your squad, that has been sent to collect the income, has...misplaced his priorities – no income is collected and he cannot participate in the next battle.</i>
65	Abandoned Battlefield	2D6 to 6D6. Your gang has found an abandoned battlefield, fresh from the war. Dead bodies, vehicles and weapons are everywhere, it's marauding time! But you have to be careful, to make sure nobody else notices this, because it's a ripe target for looters. <i>You can choose to collect 2d6, 3d6, 4d6, 5d6 or even 6d6 of points from this territory. Collecting 2d6 carries no risk, but if you choose to collect more, and roll any doubles, then your squad has been spotted, and a bunch of natives and other survivors scour the battlefield clean, while you're not there. You still get the income rolled, but the battlefield is now treated as Old Ruins territory instead.</i>
66	My cofee warned me about this.	While your leader was drinking his cofee this morning, he got a vision of a valuable location nearby. Turns out, the vision was true. <i>You may choose any type of territory from this chart.</i>

Of course, if you're playing tyrannids or daemons or something then a lot of these territories don't make much sense. Feel free to invent your own names and fluff, while keeping the effects the same. Now we move on to the skills and experience.

Available Skills and Experience

The leveling-up system and the possible skills your soldiers can learn will be described in detail further in the document, in the *after-the battle* section – I'm going through this in the same order you should – making the force, playing a battle, doing the upkeep.

As of right now, you should note down that your **Soldiers** start with **0** experience points, **Veterans** start with **10** exp. And **Leader** starts with **20** experience points.

Also, note down the available skill tables that your gang members can use to learn skills. These are called their *native tables*. The lists are as follows: **Agility, Combat, Ferocity, Muscle, Shooting, Stealth, Psy** and **Techno**. Pick **Three** from this list and write them down on your gang roster – these will be your native skill tables. **Players are required to pick these tables according to their respective lore. This is mandatory, although there is still some choice, depending on your army list.** (Especially **Psy** – it cannot be chosen by armies made from codexes that have no natural psykers available. Weirdboys don't count as psykers for this purpose.) For example, Orks should never choose shooting, but rather should go Combat, Muscle, Ferocity – three tables which a Tau player must never even consider. For him, Shooting, Techno and Agility would be more appropriate, and an Eldar player should go Psi, Combat and Shooting.

Gang Rating

The final part of your army roster should be calculating your gang rating. This is done by adding up the total points value of your army and the experience of your soldiers. Points left in stash do not count towards this statistic. If you've done everything correctly, your gang rating should be **250 points** or slightly less, if you left a couple of points in your stash while making the list. This is extremely important, as the gang rating determines who's winning the campaign and how well your guys are faring, in comparison to other guys. Gang rating must be updated after each battle. Due to how mathematics work, large gangs are prone to have a larger gang rating, due to experience – this is offset by the fact that they also have to pay more for upkeep, and so, can't afford as many upgrades. Gang rating also determines if you gain any bonus xp/income for fighting a stronger gang.

This finalizes your army roster, and you should be ready to play a battle. So, on to the part two – the missions and fighting the battle.

Making other rag-tag gangs of misfits a little less alive

(Missions and additional rules for playing the game)



Major rules changes

The games are played by the 6th edition Warhammer 40,000 rulebook, with the following major gameplay changes

- **Night Fighting** rules are in effect only in missions where it's specifically stated. In those missions they're used using the 6th edition rules for night fighting unless specified otherwise. **Mysterious objectives** are never used.
- **Target priority** is in effect, according to the Warhammer 40,000 4th edition rulebook – a unit must always shoot at the closest enemy model, unless the model declaring the shot passes a leadership test (using own leadership, of course), in which case, you can choose your target. Note that you still have to make these tests even if you have the fearless special rule – this is not fear, this is TACTICS! And in the post-nuclear wasteland, you have to GET TACTICAL!
- **Every man for himself!** Each model is treated as a separate unit for any purpose.

- **Reserves** – You are not limited to having to deploy at least 50% of your army on the table at the start of the game. However, you can only place a model in the reserve, if he has some special means of arriving, such as outflanking, deep striking or using the tunnels territory. You cannot just arrive from your own table edge, you have to have a special rule to be kept in reserve.
- **Warlord traits are not used.** After all, there's no warlord here, just a leader of a bunch of random dudes.
- **For all intents and purposes, a walker has the same Leadership value as his crew. His crew is always the most basic troops soldier the army has, but use logics please.** (Guardsmen for a sentinel, a Tactical Space Marine for a Dreadnaught, a space marine sergeant for a Venerable Dreadnaught)

Additional rules

These concern the after game effects. The effects shall be explained later, in the upkeep part of this document, but here's what you need to know for now:

- Keep note on how many kills your soldiers have scored (and who they have killed) in each battle. **Each soldier gains 1xp for each killed enemy soldier, 2xp if he takes out a veteran and 3xp if he takes out the enemy leader.** The best way to do this is just to write down the xp gained next to the soldier who made the kill right after he does it.
- Just to make it clear: “Killed in battle” means being removed as a casualty during the battle itself. You don't have to actually kill someone, by a roll on the serious injury chart, to gain experience. You've taken someone out, and that's what counts for xp. I use “Killed” here for shortness.
- Keep your casualties in two separate groups, because there is a difference between models taken out by shooting, or mercilessly butchered and stomped in close combat.
- The difference is – **if your model was taken out by shooting (or dangerous terrain rolls, or anything that isn't close combat) he'll have to roll on the serious injury table after the game in the upkeep phase, only on a roll of 4+. Exception is - if the shooting attack successfully caused „instant death” to a model, this roll isn't made – your unlucky model will have to roll on the serious injury chart automatically.**
If a model is removed as a casualty in close combat (including sweeping advance) then that model always has to roll on the serious injury table. The rolls are made by the owning player after the game.

Preparations

Before you can find glorious death on the battlefield, you have to determine what mission shall you play. It is determined by rolling a d6 – **1-3 – The player with the lower gang rating chooses the mission, 4-5 – roll for the mission randomly, 6 – the player with the higher gang rating chooses the mission. If the gang ratings are equal, just choose the mission randomly.** (For your convenience, there are exactly 6 two-player missions) The difference in gang rating will also influence the amount of xp and points gained from territories after the battle. After all, you can only get stronger by fighting a stronger opponent. (And the game has to give you a chance of a comeback after a streak of bad luck, and a way for the newcomers to join in after everyone's

15

played a few rounds.)

All missions are played on a 4'x4' large tables, setting up terrain and determining who has the first turn according to the WH40K 6th edition rules.

This is the part about where I'd like to mention a few words about the campaign organisation. Over here, in my store, the important part is that everyone in the campaign has played the same amount of games, due to how the upkeep system works. The play doesn't have to be organized really, and players are allowed to challenge each other, and just determine who's playing against whom in any manner they decide. The two rules that should be enforced, however, are that you can't play two games in a row against the same opponent – but you can always come back later for that sweet, sweet retribution, and that you can't play the same mission twice in a row – to avoid any possible abuses of gearing your army for a specific mission. The judge should make sure that all the missions are played about evenly. Also, included here, separate from the normal two-player missions, is a 4 player mission, the reward of which is an extra territory. This mission should be given out by the nominated judge at his own discretion, to the players with the lowest gang rating in your campaign, whenever the judge feels like it.

Universal rules for all missions:

- **If your army is reduced to at least 50% of it's starting models or less, the player is forced to take a break test at the beginning of each of his turns, using the Leaders Ld value, or, if he is dead, the highest available Ld value still on the board. If the test is failed, the battle ends immediately, with a victory for the team that didn't run away.** (Of course, like in Kill team, it is absolutely possible for both players to have to take break tests – first one to fail, loses.) Also, you cannot choose to fail the break test voluntarily.
- **Reserves** are in effect in ALL missions.
- All two player missions have a **set time limit of 30 minutes**. The four player mission has a time limit of 1hour. At the end of the time limit, you finish your game turn, and then the game ends. **There is no turn limit.**
- Winning a battle gives bonus XP to the winning team. **BUT there's only 3 ways of winning unless the mission specifically states otherwise: 1. You win, if there's no enemy models left on the table and the end of a game turn. 2. You win the game if the enemy fails his break test. 3. The player who has killed more enemy models** (yes, models – this is to balance smaller forces a bit) **at the moment the time runs out, is considered to have won the game.** Only killed models count for winning, not those who have fled from the battlefield for any reason. All objectives convey only campaign (XP or points) benefits to those who control them.
- In the first two victory cases, the winner is considered to control all of the objectives left on the table – in some missions, you'll be able to get the objectives off the table, and once you do that, they're yours, no matter the result of the break test or casualties – your soldier has ran off with the objective, and that's that. XP and points effects of these objectives are added to the winning team accordingly. In the third case, you have to look at who's

controlling what, according to the standard 6th edition rules, and award the benefits accordingly.

- In all missions with movable objectives, **the movement and the capturing of the objectives follows the rules of Relic mission, described in the WH40K 6th edition rulebook, with the exceptions that: 1. One model can carry more than one objective around at the same time, and that 2. The model carrying any objectives can move out of the table, and 3. The model CAN run with the objective – maximum distance per turn that an objective can be moved is, thus, 12"** 4. Also, you can pick up more than one objective in a single movement phase. (A model that's running/assaulting is too busy to pick up objectives.) **A model counts as having picked up the objective when he moves in base contact with the objective.** – Running off the table can be profitable - that way, he can no longer participate in battle, as is considered to have fled from the battlefield, but the objective now is considered to be captured and secured by him, so he can't lose it in any way. Even if the player loses, that objective (or objectives) still belong to him, and he gains their full effects. So, it's a trade off. Do you want to secure an objective, or a couple of them, or do you keep your soldier in battle, to, hopefully, acquire more of them and win the game? **The movable objectives will be called "Loot" in the mission descriptions, for shortness.**
- Every non-vehicle unit is both a scoring and denial unit. All vehicles (in this case, walkers) are denial units.
- Each soldier that survived the battle (That includes those that rolled in the serious injury table, and didn't die.) is awarded d6 experience points at the end of each game. Those soldiers that didn't get removed as casualties during the battle get an extra +1 experience point. Of course, only squad members that actually participated in the battle get any experience for the battle. **For every 50-point difference between the players's gang ratings, add +1 to the experience rolls made by the player with the lower gang rating.** (+2 if the difference is 100 points, +3 if the difference is 150 points, and so on. This has no upper limit.)

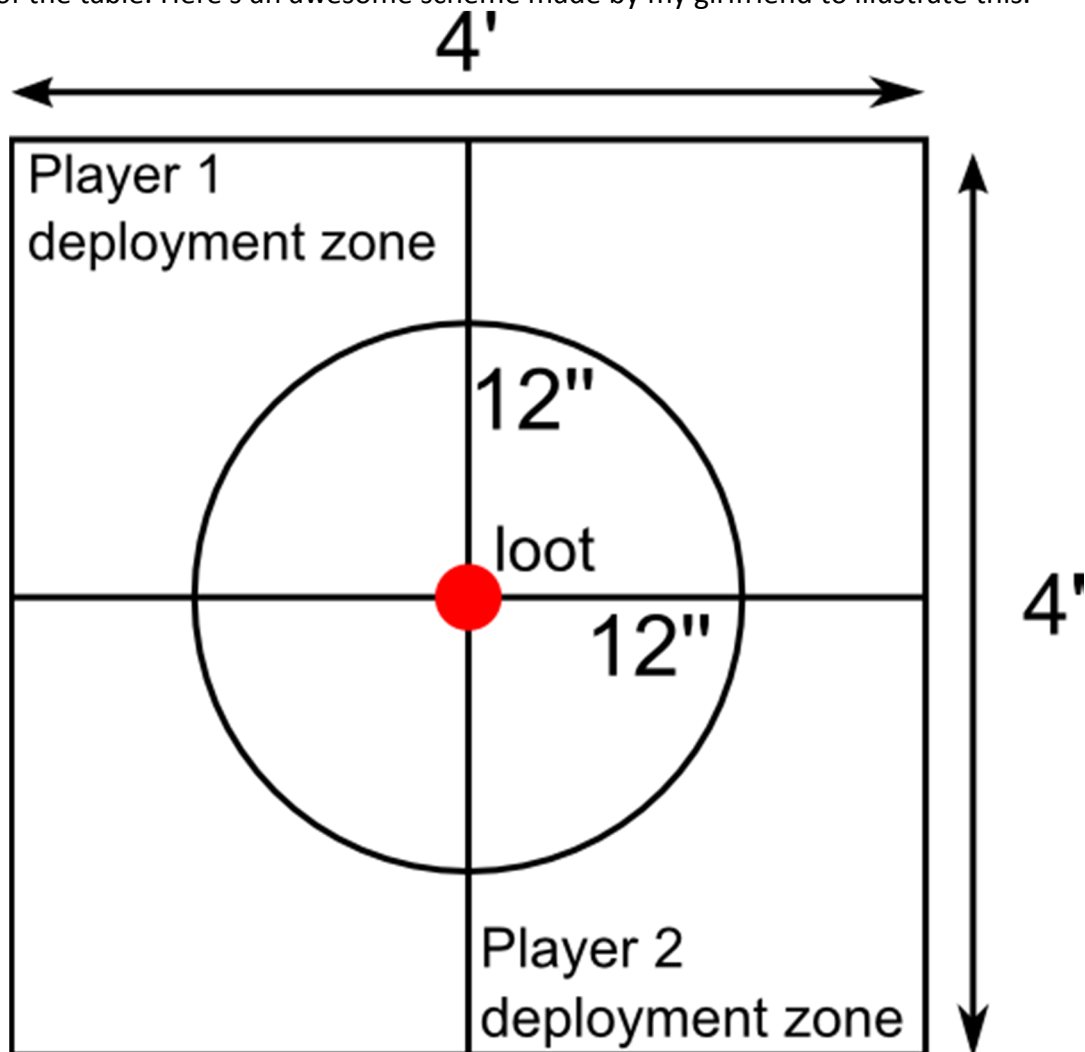
After determining these rules, we can move to the missions themselves. I've put a lot of effort in these, and, in my opinion, the rewards for them are the hardest part to balance. If you think that some rewards are inadequate, or that one mission gets played a lot less than often than another one, feel free to make the necessary changes, and send me an e-mail/write me a PM on Boot Camp, so that I can improve this project.

Mission 1 - Supply Run

In this mission, both squads have discovered a huge stash of valuable equipment and they both rush to acquire it for themselves.

Special Rules – Night Fighting

Deployment – Firstly, place loot (movable) in the center of the table. Players then place terrain and deploy and determine who goes first according to the 6th edition rules. Their deployment zones are located in the opposite table quarters, but they must deploy at least 12" away from the center of the table. Here's an awesome scheme made by my girlfriend to illustrate this.



Victory conditions

See universal rules.

Effects of loot

The player, controlling or capturing the loot, gains an extra 5 points in his points stash. (Or 6, if you have the market territory.)

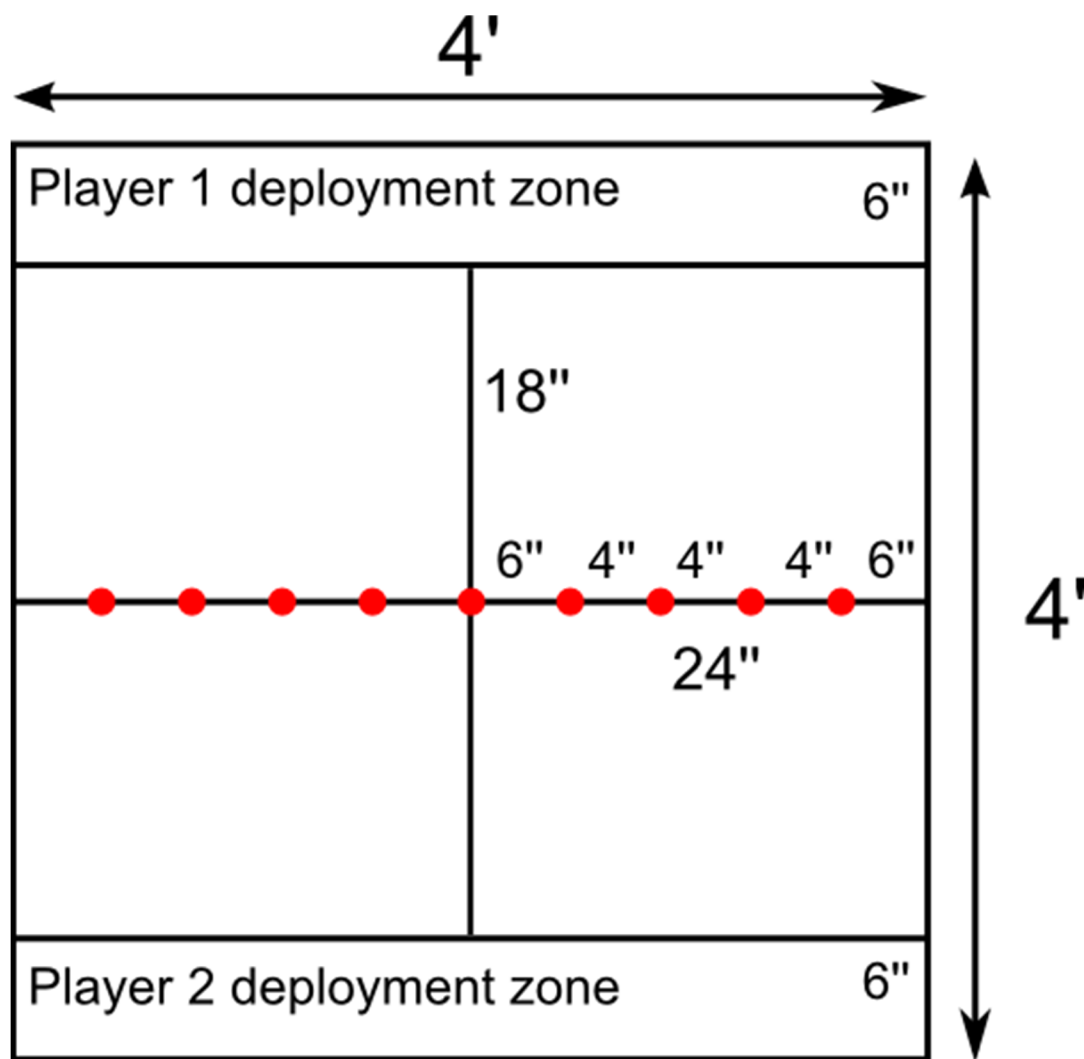
Effects of winning

The winner gains +2 bonus xp to each member of his squad that survived the battle. (That includes those that rolled in the serious injury table, and didn't die.)

Mission 2 – Jack that shit (Or, it's proper name in Russian - Спиздить и убежать)

This mission involves the gangs trying to grab as much loot as they can, before the opposing team does the same. And this time, there isn't a just single piece of it – there's a metric shitton!

Deployment – Place the loot counters as shown in the scheme. Everything else follows 6th ed rulebook except that the deployment zones are exactly those, shown in the scheme. (Due to the specific placement of loot)



Victory conditions

See universal rules.

Effects of loot

The player gains an extra 1 point in his points stash for each loot counter he controls or has captured.

Effects of winning

The winner gains an additional +1 bonus xp to each member of his squad that survived the battle. (That includes those that rolled in the serious injury table, and didn't die.)

Mission 3 - Dead or Alive (actually, just dead)

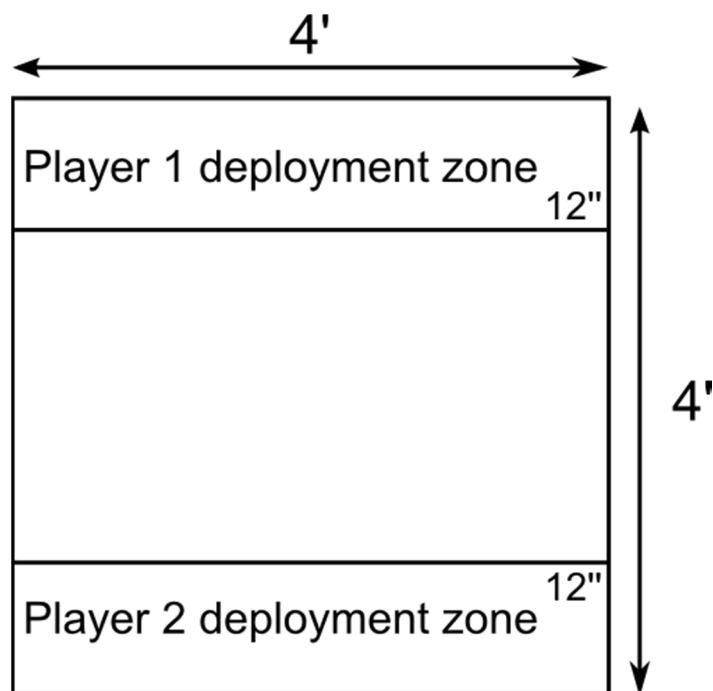
This is a high risk, high reward mission where your leader has discovered that some natives have put up a bounty on an enemy soldier's head for his heinous crimes against...well, pretty much everything. You intend to collect the bounty, and clear your obviously framed and falsely accused soldier's name before the enemy squad can shoot him. The problem, however, is that you have no idea who is the soldier the enemy is hunting.

Special Rules – Assassination Before deployment, secretly choose any one soldier or veteran (it cannot be the enemy leader) from the enemy team and write his name (A nice reminder that names, preferably funny or epic ones, are mandatory) on a piece of paper, so that the opponent doesn't know who have you picked. This model is now your target. If a player succeeds in killing his target (or if the targeted dies for any other reason) he must show the slip of paper to his opponent, revealing the fact that the target has been eliminated, and the game immediately ends.

Total Dedication – All models get the Fearless special rule for this mission, and break tests (for being at or under 50% of the starting force size) are automatically passed.

Knowledge is Power – All xp gained for kills is increased by one for this mission (2xp for a soldier, 3xp for a veteran, 4xp for the leader.)

Deployment – Deployment follows 6th edition rulebook, the winner of the roll-off picks a table edge and deploys his forces within 12" of that edge. The other player then deploys likewise in the opposite table edge.



Victory conditions - The only way to win, is by killing your target. If the game ends, due to the time limit, the game ends in a draw. (As this is only possible if both targets are still alive.)

Effects of Winning – The winner receives 7 points in his stash, representing the bounty. Also, the model that has been declared to be the target by your opponent gains extra 1d6 experience points for redeeming his honor. (Obviously, if the game ends in a draw, then nobody gets these bonuses)

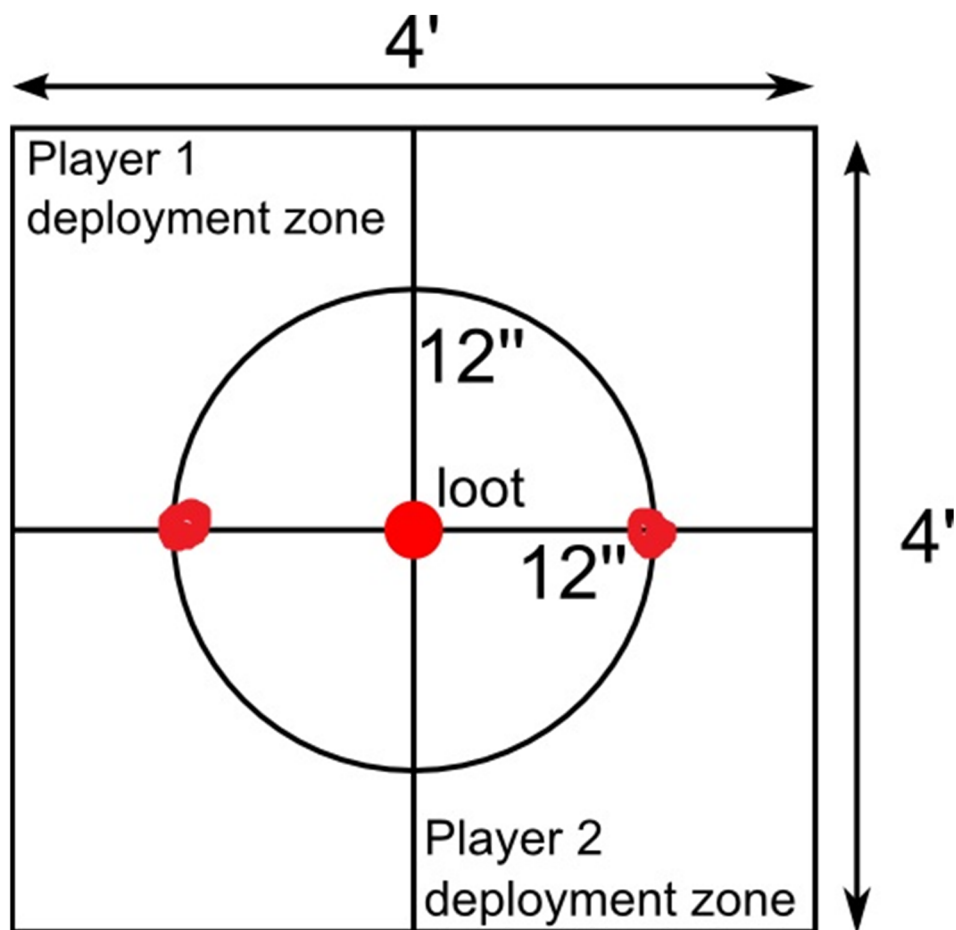
Mission 4 – In the Zone

In this mission, your leader has found a location of some important abandoned military facility. Unlike the civilian warehouses, this one is heavily protected, and, as soon as a breach is made, the self destruction mechanism is activated – your squad must get in and out quickly, before the whole place collapses. Oh, and did I mention that they're not alone here, and that the competition isn't happy to see them? The danger is high, but so are the rewards.

Special Rules – Oh, snap... ALL terrain is considered to be dangerous terrain for this mission. Also, any special means (such as special rules or any equipment) that allow a model to ignore or re-roll dangerous terrain tests do not work in this mission. This place was made with the sneaky, agile kind of a robber in mind, and now it's out there to kill you.

Darker than Black: Night Fighting rules are in effect for the whole game.

Deployment: Deployment is analogous to the Mission 1 - „Supply Run” with the exception of the location and the amount of loot – this is shown on the scheme. (note that this mission is supposed to happen in an underground facility – so, you probably shouldn't put any large buildings on the table. Then again, IF you can rationalize some fluff and make some changes...)



Victory Conditions - See universal rules.

Effects of Loot: A player gains 3 points in his points stash for each captured or controlled loot objective.

Effects of Winning: The winner gains 2d6 bonus xp that he can distribute among his soldiers in any way that he chooses.

Mission 5 – The Caravan

In this mission, one of the squads has been hired by a civilian merchant to escort his vehicle, full with his wares, through a hostile territory to a nearby town. The problem is – the territory belongs to the other player's squad. And they don't seem to be interested in negotiating.

Special rules – You shall not pass: In this mission there's a clear attacker and a defender. The defending side is the one, protecting the vehicle so they should grab one in the size of a Rhino or a Chimera, because that's what they have to protect. (if you don't have any vehicles available, just take a small cardboard box. If you don't have a cardboard box available, then cut out a piece of paper roughly of a size of a vehicle, and put something on it to determine the height. If you don't have THAT available, then what the hell is wrong with you?)

The Caravan: The objective of the defender is to move the vehicle from one table edge to the opposite one, moving it out of the table. The objective of the attacker is to prevent the vehicle from reaching its destination. The vehicle is quite sturdy - it has an armor value of 12 on all sides and has 4 hull points, but it has no weapons. The cargo is also too precious to try tank shocking or ramming. The vehicle can move up to 12" each in each movement phase, but cannot move at all in the shooting phase. The vehicle, being build from stuff looted from other vehicles, also has the Imperial Guard extra armour, following the standard rules for extra armor, a bunch of Ork stuff allowing it to re-roll immobilization rolls for terrain and that old Eldar Falcon cheat thing – every time the vehicle is penetrated, when rolling on the table, roll two dice and pick the smallest result. The merchant is quite tech-savvy, and at the beginning of each defender's movement phase can try to repair any lost hull points or immobilization results – on a roll of 4+ the vehicle regains a lost hull point and becomes mobile again, if it was immobilized.

Night Fighting is also used in this scenario, following the standard rules.

Deployment: The player with the lower gang rating can choose to be either the attacker or the defender. The defender always deploys and goes first – siezing the initiative is not allowed in this scenario. He has to deploy with the rear end of the vehicle in contact with any table edge, and his squad has to deploy within 6" of the vehicle. The attackers then deploy anywhere on the table, more than 24" away from the defender. Otherwise, the game follows the standard 6th edition rules. Sorry, no schematic for this, but this should be pretty understandable without that anyways.

Victory Conditions: Attacker wins by either the universal rules or when the vehicle is destroyed. Defender wins by either the universal rules or by making the vehicle drive off the table on the opposite table edge. As soon as (and if) the vehicle leaves the table, the game ends with a victory for the defender. The vehicle is considered to have driven off the table, if any part of the vehicles hull ends its movement phase outside the table. If the game ends when the time runs out, and the vehicle is on the table and is not completely destroyed, the game is considered a draw – both sides have suffered too much losses to care about the cargo, and the merchant drives away quickly without paying his escorts.

Effects of Winning: If the defender wins, he gains 7 points in his points stash, as the payment and each of his surviving gang members receive 1 bonus experience point. If the attacker wins, he gains 9 points in the points stash, as he loots the vehicle. Again, if there is a draw, none of these bonuses are gained.

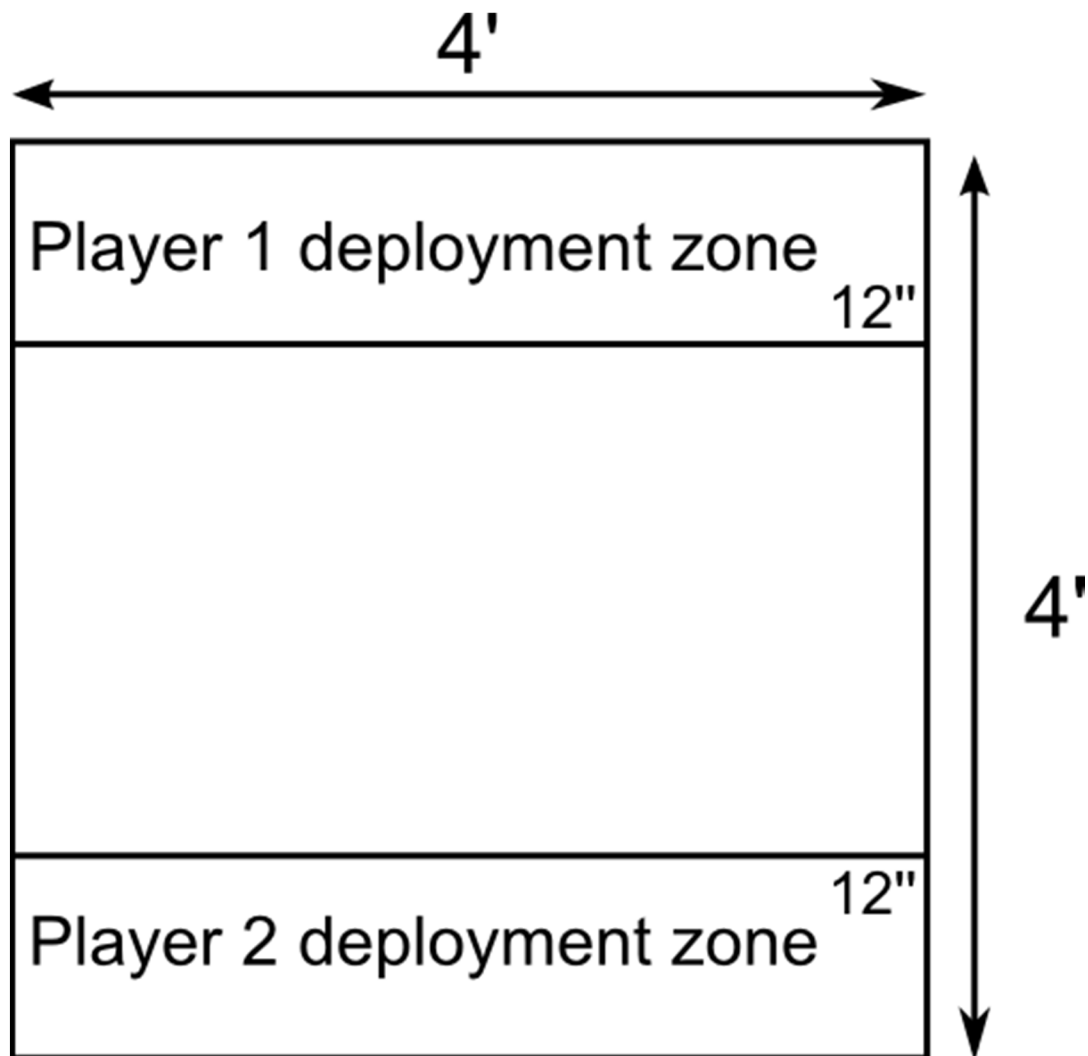
Mission 6 – All guns blazing

This is it. In the grim darkness of the far future there is only war. And although you are just a bunch of survivors, and although you do your best to survive on this far-flung, ravaged wasteland of a planet, you're still going to kill those bastards.

Special rules:

Knowledge is Power – All xp gained for kills is increased by one for this mission (2xp for a soldier, 3xp for a veteran, 4xp for the leader.)

Deployment – Deployment follows 6th edition rulebook, the winner of the roll-off picks a table edge and deploys his forces within 12" of that edge. The other player then deploys likewise in the opposite table edge.



Victory Conditions: See universal rules.

Effects: of Winning: The winner gets +1 point in his stash for every member of the enemy squad that his squad has taken out of the action.

Special mission – King of the Hill

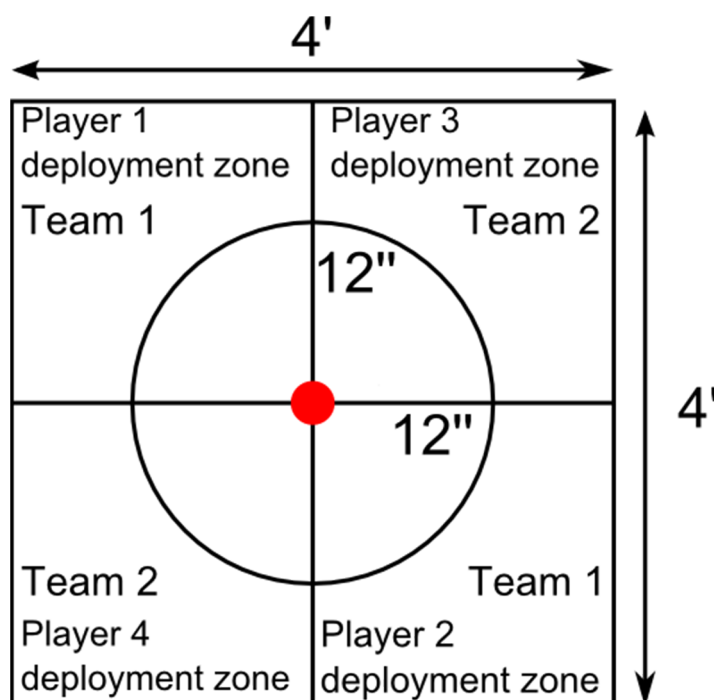
This is a special 4-player mission, that should be occasionally awarded to the 4 players with the lowest gang ratings in your campaign. Use with caution, read the „Preparations” part, and always consult with the judge.

You have found a new, suitable territory and have made uneasy allies with some other squad to help you acquire it from some other squads that try to do the same. Your allies believe that they'll also get a part of the profits, but you're better than that. And such alliances are always fragile anyways...

Special rules: Night Fighting, Total Dedication – All models get the Fearless special rule for this mission, and break tests (for being at or under 50% of the starting force size) are automatically passed.

An enemy of my enemy... Players play this game in two teams, like in a normal 2v2 game, with the exception that within the turns of each team, players move, shoot and assault in the order of the initiative of the models. In case of the same initiative, as will happen often players roll off and then take turns moving (or shooting, if it's their teams shooting phase) miniatures one by one. (For example, Tim and Kenny are in the same team – that means they share a turn. They both play Space Marines, because they are huge fans of Matt Ward. They move their models in the order of their respective initiatives, but then they come to the clusterfuck going on in the initiative step of 4. So, they roll off, to see in what order they can act – Tim rolls a 3, while Kenny, the dirty bastard, rolls a 5. Kenny now moves a marine first, then Tim gets to move a marine, then Kenny gets to move another marine and so on, until everyone with the initiative 4 has been moved. They will do the same when it's their shooting phase, and again in the assault phase.) This is important, because: **The players can shoot or assault their teammate's units at any time. In fact, they are expected to, because there is only a single winner.** They continue to share a common turn even after such a shooting happens, that's why the initiative shenanigans are needed. Also, because this way, there can be no arguing about who was in cover at the time of shooting, and etc.

Deployment – Place an objective in the center of the table. For convenience reasons, the objective should be reasonably large, about the same size as the small blast template. Then, determine teams by a dice roll. Players then place terrain and deploy and determine which team goes first according to the 6th edition rules. Players from the same team deployment in the opposite table quarters, and they must deploy at least 12" away from the center of the table. Here's a scheme.



Victory Conditions: There are two ways to win this mission: 1. Be the only player with models left on the table. 2. When the time runs out, have a non-vehicle model closer to the objective than anyone else. (As you can see, there is only ONE winner.) If for some reason, two models owned by different players are within the same distance of the objective, continue playing for another game turn, ignoring the time limit. No draws allowed. Blood for the blood god!

Effects of Winning: The winner of this mission gets another territory, and it's not even completely crappy – roll on the territory table, ignoring any „Old Ruins” or results.

And, finally, we can move to the terribly difficult (for me to write) and terribly complicated and the most interesting part: The Upkeep, i.e. where you level up and buy upgrades and new models for your squad.

After the slaughter

(Exactly what it says on the tin)



Ahh, the glorious upkeep. The battle is over, someone has (most likely) won. Before doing something else, we must determine what happened to the wounded guys. Like mentioned before, it's done like this (hopefully you've separated your models) firstly, **roll on the serious injury chart (of course, separately) for every model, removed as casualty in close combat and every model, killed by an instant death-causing shooting attack, and apply the effects.** Then, for the rest of the models taken out of the action, roll a d6 for each model. On a 1-3 the model has fully recovered, and everything is fine. On a 4+, that model will now also have to roll on the serious injury chart. The poor sod. **You make a roll on the serious injury table, by rolling a d66, like you did on the territories.** So, here's the chart. (Again, filled with nonsense and tea. Also, did you know that my two cats are named Freya and Isis?) Remember that all results are cumulative and some even have an extra nasty additional effect if you roll them again.

Table 3 – Serious Injuries

Roll	Name	Effect
11 - 16	Death. (Glorious or otherwise.)	The model is now dead. Permanently dead. All of his equipment is now lost as well, because the sneaky natives looted it while you weren't looking after the battle. Erase him from your gang roster, and reduce your gang rating by his (points value + experience value). If the model was a Veteran, pick any soldier from your squad, and give him one of the veteran special rules. He is now considered a Veteran. If the model was a leader, pick the soldier with the highest LD value and roll on the leader skills table. He is now your leader.
21	Multiple Injuries	The model has survived, but just barely. He has suffered more than most men, though. Besides becoming a bit more insane, he now has to roll on this table again for 1d6 times, re-rolling any „Death“, „Multiple Injuries“ and „Full Recovery“ results.

22	Chest Wound	Tough luck, pal, but i'm sure you didn't need that lung anyways. Or that weird-ass metal workings. Or whatever. Model's toughness is reduced by -1 permanently.
23	Leg Wound	Your soldier has been knee-capped. Or worse. Or his engine has been damaged, if he's a drone or something. He now moves 1 inch slower, whenever moving, running or assaulting. If you roll this result again, the poor fellow now has no legs, and cannot move at all. Yes, even tyrannids with more legs than one. Thankfully, by paying 5 points per leg, you can replace it with a transplant or a robotic limb (Or just get it back in some other way) thereby losing the penalty.
24	Arm Wound	The soldier has just lost an arm. His strenght characteristic is permanently reduced by 1. Also, he cannot wield any two-handed melee weapons or shoot with heavy weapons anymore. If he loses both arms, he cannot participate in battles, until he has somehow acquired new arms. This roll also affects models with no arms or more arms than two – they've been just badly beaten up or something, you make the fluff up, I've done a million things already. Thankfully, by paying 5 points per arm, you can replace it with a transplant or a robotic limb (Or just get it back in some other way) thereby losing the penalty.
25	Head Wound	Your soldier is...well, let's just say, he's not the spiciest pickle in the jar anymore. He now prefers rocking forth and back on chairs and touching fluffy things, instead of fighting the enemy. Sometimes the other guys can get him back to normal, but other times, they just have to leave him to drooling on little ponies in the corner, crying about how some „friendship“ is now „magic“. Roll a d6 before each battle. On a 4+ he's alright, and has come to his senses (albeit temporarily), on a roll of 1-3, he cannot participate in this battle because reasons. A fate worse than death indeed.
26	Blinded in one eye	The soldier survives but loses the sight of one eye. A character with eye damage has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded again, then he cannot participate in battles, until his vision is restored. Thankfully, by paying 8 points per eyr, you can replace it with a transplant or a robotic vision peripheral (Or just get it back in some other way) thereby losing the penalty.
31	I'm at a loss here...	Your soldier has been hit in the head a bit, but nothing that serious. Unless you actually want him to be a quick thinker and a good leader. He now has -1 Leadership permanently.
32	Permanent Headache	The fighter has acquired a permanent migraine. The constant irritation is slowly driving him insane and doesn't allow him to react as fast as he could. -1 Initiative permanently.
33	Missing Digits	Your soldier has lost some fingers. He permanently gets a -1 penalty to his weapon skill. If you roll this result again, treat it as

		an arm wound. (And then start accumulating missing fingers on your other hand.) If the model is some sort of non-humanoid, you can either apply this and think something nice and creative for the fluff, or treat this as a death result instead. Your pick. And don't say I didn't think about you.
34-36	Post-traumatic stress disorder	Your soldier is kind of okay. Kind of. Except he now has terrible nightmares that don't allow him to sleep, and he's a bit paranoid now, and probably is an alcoholic, as there is no quality psychological help in this wasteland. No, in fact, he IS an alcoholic now. And probably a junkie too. He now costs +1 point to upkeep. This effect can be cured for 5 points if you have the Illegal Drug Lab territory, but the scars remain...
41-55	Full Recovery!	You got lucky. Everything is alright, you can pull your pants back on. Nothing wrong with the model, except he now has some interesting stories to tell.
56	Bitter Enmity	Although physically fine, the soldier is now pissed. Really, REALLY pissed. From now on, the fighter gains the <i>Hatred</i> special rule against the following: (Roll an additional d6.) 1-2 The leader and veterans of the gang who caused the wound. 3-4 The entire gang responsible for the injury 5-6 He now hates, HATES, HATES not only the whole gang responsible for the wound, but also every and each soldier of any squad using the same codex as that gang.
61-63	Captured	The soldier has been captured by the enemy. What happens now is dependant on your negotional skills and your opponent's attitude: Captives can be ransomed back or sold into slavery for 2 points. (Or put into mines, or sold as body parts if you have the respective territories, for their respective effects). Now, to explain: Usually they will be ransomed back. (With all their equipment and everything) But here's the catch – the ransom is dependant fully of your negation with the opponent, and the price can be almost anything – it can be your captives, points or, what's the fun part – their equipment, following the upkeep purchasing rules for equipment. (You can, for example, trade a Tau captive back to the Tau player for a couple of pulse rifles (paid in points by your enemy) for your Orks to use.) Note that this is the only way of acquiring equipment from a different armie's codex, trading is not normally allowed otherwise. If, somehow, you are too poor to pay the ransom now, you can always buy your soldier back at a later date – unless, that is, he has become a nice bag of body parts or a slave in some native crime lords court.
64	Horrible Scars	Your soldier has become so terribly scared and has survived such events that he now needs a wheelbarrow for his pair of gigant steel balls. And his enemies know that. He now gains the <i>Fear</i> special rule.

65	Live to learn	Your fighter is one of those brave men that learn from their mistakes, and always strives to become better. And being near-death improves one's tactical perspective. The fighter now has +1Ld permanently. If this is rolled a second time however, he obviously hasn't learned anything, and dies instead.
66	3 cool 5 die.	Your fighter, left for dead, battered, bruised and damaged has regained consciousness in the middle of nowhere. He has to come back home, and it'll be a hard journey. But he will make it, because he's, like, the fucking Frodo of warhammer. He cannot participate in the next battle, but he recovers fully and gains an extra 7 experience points.

After you have determined what horrible fates have befallen on your soldiers, it's time for the nice things! Experience! And upgrades! But first, experience.

Experience

As I've written in the universal rules for missions and additional rules sections in the previous chapter, after the battle, when casualties have been determined, everyone who's not dead yet (including captured and too cool to die guys) gets to roll for experience. Lucky them! The amount has been mentioned before, but I'll write it here as well for reference purposes. Experience formula for each soldier is, thus, the following:

$$\begin{aligned}
 &1d6 + \\
 &(\text{experience earned in battle for kills} - 1\text{xp for each killed enemy soldier, } 2\text{xp if he takes out a} \\
 &\text{veteran and } 3\text{xp if he takes out the enemy leader, which you should have noted on your lists} \\
 &\text{already}) + \\
 &(1, \text{ if your character hasn't been taken out of the action during the battle}) + \\
 &(1 \text{ for every } 50 \text{ gang rating points you have less than your opponent}) + \\
 &(\text{any bonus xp granted by the battle effects or otherwise.})
 \end{aligned}$$

A walker only earns a half of that amount, rounding down.

It's not that hard, really, if you do all the calculations at the right time, such as writing down the amount of experience gained for kills, when you make the kill. „But Torq, what am I to do with this experience?“ you might ask. Well, here's the level table.

As soon as your soldier has enough XP to reach the next level, he gains a level up, and can make a roll on the level-up table to determine what has he learned. (Of course, veterans and the leader don't get to make these rolls at the beginning of the game – their bonuses are already included in their special rules.) Also, additionally I give you some cool notes. Note that, although, I haven't changed the total amount of experience a soldier can have, as it was in Necromunda, I've re-distributed the experience among the levels, making the leveling a bit more linear, and a bit harder in the early levels – but it's a bit easier to level up Veterans and the Leader. If you feel that you'd be better off with soldiers getting more experience in the early game, and making the Veterans and the Leader a bit more harder to level, use the original Necromunda table, with it's starting levels. (Soldiers are treated as Gangers and Veterans as Heavies, all new recruits are Juves.) Thus, the level table is next, followed by the level-up rules and skill tables.

Table 4 - Level Table

Experience Points	Level	Cool title and notes
0-10	1	This is the starting level for Soldiers.
11-20	2	This is the starting level for Veterans.
21-30	3	This is the starting level for the Leader.
31-40	4	This is the starting level for the German national football team. (Ich bin ein Fan von <i>Die Nationalmannschaft</i> weil mein Urgroßvater war Deutsch.)
41-55	5	At this point you should start to actually care for the soldier.
56-70	6	As we've found out in the testing, this is the level where your soldier is most likely to die horribly.
71-85	7	Have you seen Se7en? If not, do so, it's a good movie.
86-100	8	Oh, getting lucky, are we?
101-115	9	This is my favourite number, the fellowship of the ring and all....
116-130	10	This dude is seriously powerful now. Holy hand grenade of antioch powerful. He, probably, has some fans by the unseen natives even.
131-150	11	Technically, this is where Marbo, Kaldor Draigo and Abbadon are at. Except you can't use them. Oh well.
151-170	12	Reaching this level calls for a special rule: You, the player, are now legally entitled a single beer from every other player in the campaign. (For each model, reaching this level.)
171-190	13	Spiders and boogeymen are now scared of your soldier.
191-220	14	Your soldier can now use his balls to open beer bottles without getting injured.
221-240	15	If you've reached this level, that only means I haven't made getting injured deadly enough.
241-270	16	If your model was a real person, he'd probably would get all the games on Steam for free by now, because he would intimidate Valve just by being alive.
271-300	17	Make a fun test: Count the injuries the soldier has received so far. Yeah, it takes a man this grizzled to take them all, and still be awesome.
301-330	18	About at this point, you should be surprised on how did your soldier even survive so far.
331-360	19	This is where Christopher Lee, Batman and Mothegreat are at.
361-400	20	„I am become death, the destroyer of worlds.” /Bhavad gita
401+	21	This is the max level. There's nothing cooler than max level. Good luck reaching it, though.

Leveling Up

So, you've leveled up. Do you feel lucky, punk? You better do, because once you hit that level up, you have to roll on the following table. **Roll 2d6, add the results together and look up your effect.** Before that, a couple of notes, though:

- 1. Your statistics can** (and probably will) **increase beyond the initial limitations due to leveling up.**
- 2. No statistic (except Attacks** – these have no limit, but tough luck getting them that high) **can be increased above 10.** In case of statistics, you will always have a choice of which to increase. If you've maxed out one of them, just pick the other one. If both are maxed, then re-roll the result, until you gain something else. (Of course, all stat increases are permanent)
- 3.** Unlike necromunda, due to Fallout influences, some **skills can have ranks** – that means you gain an increased effect for picking the skill the second (and sometimes the third) time. **The amount of ranks the skill has will be shown next to the skill, in parentheses.** If you've somehow maxed out a skill table (highly unlikely – you'd have to be insanely lucky with your rolls to do so, and your statistics would be shit in that case) then just pick a different skill table. (Skills are permanent too) If a skill grants a special rule, and you already have that special rule, you may re-roll the skill on the skill table. (Or you may choose not to, to gain another rank of the skill at a later time)
- 4.** Again, about **Psy.** **You can roll that skill ONLY then if you have any psykers in your codex.** (Sorry Tau, Black Templars and Necrons) You can't pick that skill anyways, if you don't have any psykers in your codex (Weirdboys don't count as psykers for this purpose – sorry Orks.) but this is just in case you roll 2 or 12.

Table 5 – LVLUP table

Roll	Result
2	New Skill – You may roll for a new skill on ANY skill table of your choice OR choose a specific skill from one of your native skill tables.
3-4	New Skill – You may roll for a new skill on one of your native skill tables.
5	StatBoost! - Gain +1 Strenght or +1 Attacks
6	StatBoost! - Gain +1 Weapon Skill or +1 Ballistic Skill
7	StatBoost! - Gain +1 Leadership or +1 Initiative
8	StatBoost! - Gain +1 Weapon Skill or +1 Ballistic Skill
9	StatBoost! – Gain + 1 Toughness or +1 Wound
10-11	New Skill – You may roll for a new skill on one of your native skill tables.
12	New Skill – You may roll for a new skill on ANY skill table of your choice OR choose a specific skill from one of your native skill tables.

So, finally we've come down to the most challenging thing for me to write in these rules – the skill tables. But this must be done, so here you go. (Starts on the next page) Like I've stated before, the amount of ranks the skill has is stated in parentheses. Note that **Walkers cannot learn skills or gain stats they cannot actually use. Re-roll the result of any necessary level up/skill roll if this hapens. (Or just pick initiative, if you roll a 7)**

Skill Tables

Agility

Roll	Skill & Ranks	Effects
1	Cat's grace (3)	A model with one rank in this skill never takes fall damage. Second rank also grants the model <i>Move Through Cover</i> special rule. Third rank allows the model to ignore all terrain completely when moving or assaulting.
2	Dodge (2)	A model with Dodge gains a special 6+ save against hits from shooting or close combat. The save is taken separately from and in addition to any other saves the model might have. A second rank increases the save to 5+. This save can never be used by models with an armor save of 2+, because of how bulky these armors are.
3	Jump Back	This skill grants the model the <i>Hit and Run</i> special rule.
4	Speed (3)	Each rank of this skill allows the model to move 2" further in the movement phase.
5	Quick Draw	This skill allows your model to make a free shooting attack per turn using snap shot rules, against the first model (but no more than one per turn) who shoots him, if the shooter is in his weapon's range. (Basically, it's like an overwatch against shooting attacks.) You cannot make your free shooting attack with a Heavy weapon though, as they are too cumbersome to operate quickly.
6	Sprint (2)	A model with sprint now can run for 2d6" instead of d6". Second rank of sprint allows the model to assault for 3d6" instead of 2d6". (In case of assaulting through difficult terrain, just roll two dice instead of rolling 3 and discarding the highest result. Models with <i>Fleet</i> can choose to ignore this - they are agile enough to use the rough terrain to their advantage, so they can opt to roll 4d6 discarding the highest result.)

Combat

Roll	Skill & Ranks	Effects
1	Combat Master (2)	Combat Master grants a +1 bonus to „to hit” rolls in close combat. Second rank of Combat Master grants you an extra attack for every point in Weapon Skill that you have more than your opponent. (I.e. if you have a WS of 5 and he has a WS of 3, you gain 2 bonus attacks and so forth.)
2	Disarm	The model may use this skill against one close combat opponent at the start of any fight sub-phase, but before any blows are struck. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster, and it's points cost is subtracted from the gang rating. A model is always assumed to have a single close combat weapon, if he has been disarmed of all his other weapons.
3	Feint (2)	First rank of Feint grants you the „Preferred enemy (Everything!)” special rule. Second rank of Feint allows you to make an extra attack in close combat for every attack that hits and wounds an opponent. These attacks can also generate extra attacks.
4	Parry (3)	Each rank of Parry allows you to force an opponent to re-roll a single successful attack roll per assault phase.
5	Opportunist (2)	Opportunist allows the model to make an extra attack for every attack directed at him that the opponent has missed. These attacks are made immediately, i.e. at the same initiative step that his opponent has. Second rank of Opportunist allows the model to create his own opportunities. After he has been hit in close combat, but before the to-wound rolls are made, roll a d6 for each hit. On a 4+ the hit is negated, and is treated as a missed attack.
6	Legwork (2)	Legwork allows you to dance around your opponent granting a special 5+ save against hits in close combat. The save is taken separately from and in addition to any other saves the model might have. Second rank of legwork increases this save to 4+. This save can never be used by models with an armor save of 2+, because of how bulky these armors are.

Stealth

Roll	Name & Ranks	Effects
1	Stealth (3)	First rank of stealth grants just that – the <i>Stealth</i> special rule. Second rank grants the <i>Shrouded</i> special rule. Third rank of stealth means the model can only be shot at if spotted by the shooter. To spot a model, roll 2d6 and multiply the result by 2. That’s the range in inches that the shooter has to be within to shoot at the model. (For example, Tim wants to make a shot with his Tactical Marine at Kenny’s (who is still poor at math) Necron warrior with Stealth 3. Tim gets a score of 7 when rolling. (He’s so organized that he always gets the averages) This means that the Marine has to be within 14” of the Necron to shoot at him, otherwise he must pick a different target.)
2	Escape Artist	Escape artist means that your model can never be captured. A model with this skill treats all “Captured” results on the serious injury table as “Full Recovery” instead.
3	Dive (2)	Dive allows the model to be hit with blasts and templates only on a roll of 3+ rather than automatically. Second rank increases the difficulty of hitting him – the roll needed to hit the model is increased to 4+.
4	Sneaky Bastard	A sneaky bastard cannot be hit with Snap Shots and overwatch cannot be used against him.
5	Infiltrator (2)	First rank of infiltrator conveys the <i>Infiltrate</i> special rule to the model. Second rank allows the model to be infiltrated anywhere on the table, that’s at least 1” away from enemy models.
6	Assassin (3)	First rank of assassin grants the <i>Poison (4+)</i> special rule to model’s melee attacks and shots made by pistols. Second rank improves the <i>Poison</i> to (2+). Third rank makes the assassin a true tool of death, all of his melee attacks now cause instant death and all shots made by pistols now gain the <i>Ignores Cover</i> special rule.

Ferocity

Roll	Name & Ranks	Effects
1	Berserk	A model with berserk gains <i>Furious Charge</i> and +2 attacks when charging, instead of just +1.
2	Killer Reputation (2)	A model with a single rank in killer reputation now causes <i>Fear</i> . A second rank means that the stories of his gruesome kills have gone even further, the soldier's presence alone is enough to unnerve his enemies - all enemy models within 12" of this model now have a -1 to their leadership. (They get LD the penalty even if they are fearless.)
3	Nerves of Steel	Nerves of steel allow the model, if he is the leader, to re-roll failed break tests for losing the game when the squad is reduced to 50% or less of its starting size. Also, it makes the model <i>Fearless</i> .
4	Not a very nice person (3)	The soldier is no longer very nice and can be angered easily. First rank allows the model to re-roll the initiative rolls when attempting sweeping advance. Second rank means that he's extra nasty – if an enemy model is charging a friendly model that's within 6" of the soldier with this skill, he can make an initiative test. If he passes, then he automatically charges into the combat to kill the ugly motherfucker that dared to assault his buddy, getting all the respective charge bonuses. Third rank means that he's so terrible that he takes extra time to mutilate his opponents, shooting them when they're already down or continuing to stomp them when they've fallen in close combat. This allows you to force enemies, killed by this soldier (take notes) to re-roll their result on the serious injury chart.
5	Psychopath (2)	In modern days, the model with this skill would be in an insane asylum or on the death row. He's the kind of guy that performs mass murders, acts of terrorism, likes to watch the world burn and never leaves tips at restaurants. Then again, with the first rank of Psychopath, all close combat attacks made by him gain the <i>Rending</i> special rule. The second rank means that the voices in his head now tell him to murder everyone, and he's happy and capable to oblige. He can use his consolidation move to charge another enemy model at the same round. He must do this whenever possible – he cannot choose not to charge, if there's someone to be charged within range. After all, the magical nice unicorn told him to.
6	True Grit (3)	A model with a rank in true grit never has to automatically roll on the serious injury table. First rank means that he'll be only forced to roll on the table on a roll of 2+ if removed as a casualty in close combat/from an instant-death causing ranged weapon and on 5+ when removed otherwise. Second rank improves this, making the rolls 6+/3+ respectively. Third rank means that he can only ever be forced to roll on a serious injury table when killed by close combat attacks/instant death on a roll of 4+ and never otherwise.

Muscle

Roll	Name & Ranks	Effects
1	Body Slam (2)	The model now gains an extra Hammer of Wrath hit for each rank of this skill. This stacks with any other hammer of wrath hits the model might have.
2	Hurl opponent	Instead of wounding your opponent you can now throw him (D6" + 1 per every hit you've scored) in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there – and the model takes a hit equal to the full distance travelled instead. If it hits another model, then both models take a hit equal to distance travelled. Note that the best way to use this skill is to throw opposing models off tall buildings – this follows the standard rules for falling!
3	80's action hero (2)	Just like in the movies. Hasta la vista, baby! The first rank of this skill grants the soldier the <i>Relentless</i> special rule. The second rank allows our glorious barbarian to strike with <i>Unwieldy</i> weapons using his full initiative value, instead of always hitting with initiative 1.
4	I'll be back (2)	When the soldier, who is now a makeshift Arnie clone, loses his last wound do not remove him as a casualty but put him on his side, at the place where he died. At the first rank, he can, at the end of any player turn, roll a dice and on 6+ he can stand back up with one wound remaining. The second rank improves his chances to stand up to 5+. This stacks with <i>Ever Living</i> . Once he returns, he must stand back up in his original position. If he returns within 1" of an enemy model, they are now locked in close combat, and will fight in the next turn as normal. (Without any charge bonuses, of course.)
5	Power of the White Dwarf (3)	The soldier feels the toughness of Dwarfs in his blood! First rank of this skill grants the <i>Feel no Pain</i> special rule. Second rank means that your soldier can never be wounded on a better result than a 3+. (Including automatic wounds and any special rules – they still have to roll a 3+) Third rank means that any successful to-wound rolls made against this soldier must be re-rolled.
6	Slayer (2)	A slayer walks the earth! This skill means that all to-hit rolls of 6 made by the soldier wound automatically. This allows a soldier to hurt models he would not be able to wound normally. Second rank improves this to 5+.

Shooting

Roll	Name & Ranks	Effects
1	Marksman (3)	The model now automatically passes any target priority tests. Also, each rank of this skill increases the maximum range of the soldier's weapons by 6". This skill doesn't work with template weapons, blast weapons or Psychic powers.
2	Defender (2)	First rank of this skill allows you to fire overwatch at an enemy charging a friendly model that's within 6" of the soldier with this skill, not just at a model charging him. Second rank means that the model can now fire overwatch using his full ballistic skill.
3	Patience	He can wait all day. A model with this skill can choose not to shoot in his shooting phase. If he does so he may instead shoot at the end of the enemy movement phase. He cannot run if he chooses to use this skill – as he takes time to aim. Note: This skill is better than you think.
4	Double Tap	At the beginning of the movement phase, the soldier can declare that he will not move at all this turn. The model can then shoot twice in the shooting phase. These shots can be made at separate targets. This stacks with "patience".
5	Fast shot (2)	A model with this skill, can increase a weapon's fire rate by 1 per each rank of this skill. (Assault 1 becomes Assault 2, Heavy 3 becomes Heavy 4 and so forth. Pistols and Rapid Fire weapons get to make an extra shot.) This skill doesn't work with flamers, and if the model chooses to use this skill with a Heavy weapon, the sheer weight of the weapon imposes a -1 penalty to ballistic skill for the shot.
6	White Death (3)	The soldier follows the glorious legacy of Simo Hayha. This skill only works with "sniper" weapons. First rank allows the model to shoot at enemies, locked in close combat and pass all target priority tests automatically. Second rank allows your sniper rifle to always wound enemies on 2+. Third rank means that your soldier has reached the pinnacle of sniping. All of his shots now ignore cover saves and are AP3.

Techno

Roll	Name & Ranks	Effects
1	Armourer	The model improves his armor save by 1. (e.g. 4+ becomes 3+ and so forth) This can never be improved more than 2+. If the model already has a 2+ armor save, it gets a +1 to his invulnerable save. (Or a 6+ if he hasn't got any)
2	Steward (2)	As your soldier is a specialist of resource management and civil engineering, when rolling to acquire income from territories, you can re-roll one territory roll per rank of this skill.
3	Inventor (2)	The soldier has a talent for scratch-building and fixing things. Things like solar-powered coffee makers and makeshift water filters. Doesn't do much good for the combat-oriented folk, but sells quite well. He generates 3 extra points per each rank of this skill. Also, any replacement limbs (eyes, arms, legs) now only cost half of what they used to, rounding up.
4	Field Medic	A soldier with this skill knows how to patch up his teammates after the battle, giving first aid straight on the battlefield. You can re-roll a single result on the serious injury chart after each battle. As with all the re-rolls, you have to keep the second result, even if it's worse than the first one. You cannot re-roll "Captured" results, however.
5	Engineer	When it comes to tech, this guy can fix anything and make it work better. This skill allows him to fortify or weaken a single ruin/piece of area terrain/wall improving or worsening the cover save it gives by 1 (5+ becomes 4+ in case of fortification, and vice versa in case of weakening and so forth.) for the mission. The skill also allows him and any friendly models within 6" of him to ignore the <i>Gets Hot</i> special rule.
6	Crazy Mad Scientist (FIVE RANKS!)	Hououin Kyouma, the crazy mad scientist LAUGHS as he takes ranks away from other, lesser skills! The fools, they'll never understand his work! For each rank of this skill, your scientist has created a piece of really, really strange equipment. Pick one from the following list – your soldier now has that equipment. As the equipment is unique, and the mad scientist can't really reproduce his results, you cannot have any duplicates. See the list of the items, right after this table, as the list fucks up the table layout. Note: With a maxed out mad scientist, a model beats Orks in hilarious randomness. El Psy Congroo.

List of Mad Scientist gadgets

Holy Hand Grenade – The Scientist has built a grenade of awesome power, designed to kill vorpal rabbits. But enemy soldiers will have to do as well. The problem is, sometimes the scientist forgets that the three is the number when to throw the grenade, and that the number to which it shall be counted is three. Amen. This is a shooting attack with a range of 6" that can be used once per battle, in place of shooting any other weapons. It scatters, using the WHFB artillery dice. (If you don't have any, use a normal d6, multiplying the result by 2. A roll of 6 is a mishap.) The grenade uses the small blast template and explodes with a powerful magical energy blast that ignores any saves (even those, gained by skills) except feel no pain. To determine who is wounded, all the

models under the blast have to roll their armour save. If the test is FAILED then everything is ok. If the test is passed, however, the magical energy has made your armour electrify and shatter, sending charged spikes of it inside the poor soldier's body – they are hurt by the attack, and lose 1d3 wounds each. If you have them, make feel no pain rolls against each wound separately. (Against vehicles, the grenade has the Haywire special rule.) If you've rolled a mishap while scattering the grenade, center the small blast template over the mad scientist himself.

PortalPonder - This strange device is imbued with the power of *Science!* Before the game, after the terrain has been set up, but before deployment, place three small pointers (such as coins or bottle caps) anywhere on the table, outside of any terrain impassable or otherwise. Then roll a scatter dice for every pointer – if an arrow is rolled, the pointer scatters 3d6" in that direction, if a hit is rolled, the pointer scatters 2d6" in the direction of the small arrow that's shown on the hit result. This can result in them, being placed in impassable terrain or out of the table. That's perfectly ok. Number the pointers in order from 1 to 3, and mark the pointers somehow, to remember which one is which. Now the mad scientist can target any friendly model within 12" of him (including the scientist itself) at the end of the movement phase. Determine a pointer randomly (usually by rolling a d3). Move the targeted model (and any objectives he is carrying) to the point of the corresponding pointer and remove the pointer. (Next time, roll 1-3/4-6 for the remaining pointers, and the last pointer is chosen automatically.) If the pointer was in impassable terrain the model is removed as a casualty with no saves allowed. If the pointer is out of the table, then the model is treated as having fled from the battle – and any objectives, carried by the model are treated as captured by the player, owning the model. If there are no pointers left, the device does not work. If there are multiple mad scientists on the table with this device, then they get to place 3 pointers each. In this case, determine the pointer to which the unit is teleported at random among all the pointers on the table.

Shrink Ray – This strange device changes the size of the target, by shrinking the distances between the atoms from which the target is composed. It's unstable, prone to jamming and the effects are temporary, but it tends to be worth it. This device can be used once per battle, at the shooting phase, in place of shooting any other weapons. Choose one enemy model within 12". That model makes a toughness test immediately. If he passes the test nothing happens. If he fails the test, remove him from the table, and place a small marker, such as a coin, in his place. Any objectives he is carrying are dropped automatically. The shrunk model cannot be shot at or attacked or targeted in any way – he's just too small to be hit. But he also cannot act in any way – well, at least from our perspective. I'm sure he's moving his tiny little legs or riding his tiny little bike or making little tiny warp jumps as fast as he can – but due to his size, he really can't go far. His weapons are also too small to hurt anyone. However, if a model moves over the pointer, the tiny soldier is squashed to his death – remove him as a casualty. He will have to roll on the serious injury table automatically, ignoring any other special rules even from skill tables. At the beginning of every turn, the shrunk model can roll a d6 – on a 5+ he's back to normal, as the effects of the ray wear off. If a model is not squashed and remains shrunk when the game ends, his team will have to be VERY careful while searching for him and waiting for him to return back to normal. He's not treated as a casualty, until he has been actually killed.

Future Gadget 3.024 - The scientist has conjured a device that can temporarily open miniscule portals in time. He cannot travel himself, but he can send a tiny homing missile on a dangerous trip to the future to strike his enemies when they least expect! Once per game, in place of shooting any

other weapons, he can send a small rocket to the future. Nominate an enemy model. On subsequent turns, roll a d6 at the beginning of the turn and note the result, adding it to the previous results. When the total sum reaches or exceeds 7, the rocket arrives, and automatically hits its target with a S6 AP3 hit. Vehicles are hit in the top (side) armor. If the scientist or the target is killed while the rocket is flying, it is lost in time. If, however, you roll a result of 1 on the dice for the rocket's arrival at any turn, the rocket arrives immediately, striking the scientist himself.

Mechanical Companion – Our beloved mad scientist has created a Fighting Automaton, using dead body parts, mechanical and electronic elements, some toilet paper and super glue. The robotic mutt (Let's call him "Mecha-Lassie" but you can think of a more interesting name) has no point value and the following statistics: It's a beast with WS4, BS2, S4, T4, I5, W2, A2, Ld7. His weapons are his teeth, and an in-built hotshot laspistol. (Yes, that means he gets a bonus attack for having 2 weapons) It's *fearless*, has *feel no pain*, and has a 3+ armor save and a 6+ invulnerable save. (It's not as fast as its living counterparts, yet, consists of metal and dead body parts.) It cannot gain any additional equipment, but can gain experience and learn skills from Ferocity, Combat and Muscle skill tables. However, it's programmed to destroy all living beings – and the safety protocols are faulty. At the start of every turn, roll a d6. On a roll of 1, the mutt goes berserk – it always moves the maximum distance towards to, shoots at and assaults (whenever even theoretically possible) the closest model. (The robo brain doesn't care whose model it is.) The robotic dog is overcharged and will not stop at anything. When in berserk mode, the robot dog acts in BOTH player's turns, but he cannot use any optional special abilities – his mind is focused only on shredding the living. (In his mind, Necrons are living too – they move.) The dog also goes berserk if his master scientist is taken out of combat. After the battle, if the scientist and the dog both live, he repairs the dog to a non-berserk condition. If the dog is permanently dead, the scientist automatically builds a new one. (The new dog starts at 0 experience points, of course. It's a different dog.) If the scientist is permanently dead, the dog, unless it's dead itself, goes off on a murderous rampage throughout the closest native settlement, and then is never seen again. (Only distant-travelling merchants sometimes are heard telling rumours of a mysterious killer ghost dog.)

Psy

Special note: The first time a model gets to choose a skill from this table, he automatically gets the 1st result.

Roll	Name & Ranks	Effects
1	Awakening (3)	The soldier gains a +1 to his mastery level (Or gets a ML of 1, if he has none. One of his weapons also becomes a force weapon in this case) and permanently learns a single spell from those, available to his army. You get to choose which one. (That also includes the psychic powers from the schools available to his army in the main rulebook.)
2	Adaptive Casting (2)	First rank of adaptive casting allows the psyker to extend the range of the spell by 6" by taking a penalty of -1 to Leadership when casting the spell. Second rank of adaptive casting allows you to re-roll any dice involved in the spell effect (Amount of hits from Psychic Shriek, bonus S&T from Iron Hand and so on) at a penalty of -1LD when casting the spell. The effects can be combined for a total -2LD penalty and both effects.
3	Warp Mastery	Warp mastery allows the psyker to ignore perils of the warp on a roll of 4+.
4	Anti-mage (2)	First rank allows the psyker to always pass deny the witch rolls on a roll of 2+ Second rank allows the psyker to expend a Warp charge point at the beginning in his movement phase, to cast a special hex, with the following effects: Curse of the Silent – Range 18", Hex. Must target an enemy psyker. If the psyker casts any spells in the following turn, he gets automatically hit with a S6 AP4 hit. If he doesn't cast any spells in the following turn, he cannot cast spells at all in his next turn as well.
5	Words of Power (3)	The psyker has learned new spells, unique to the Urban Warfare environment. The spells are learned in order, and are described in a list, following the table.
6	You're a wizard, Puck!	Activating a force weapon no longer requires a warp charge – it can be done for free.

First rank spell: **Command** – Warp charge 1, range 24". This is a hex. Cannot be used on vehicles. Choose one unengaged enemy model. The target moves 1d6 +1 inches in the direction chosen by the player owning the psyker. This can be used to force enemy models to jump off the roofs of tall buildings, (they take fall damage) or to force them to walk into dangerous terrain.

Second rank spell: **Conquer** – Warp charge 1, range 12". This is a hex. Target an enemy model that's carrying at least one objective. If successfully cast, the psyker steals a single objective from the soldier, teleporting it to himself.

Third rank spell: **Red Alert** – Warp Charge 2, range – 12". This is a witchfire. Choose one unengaged enemy model. Upon succesful cast, the chosen enemy automatically loses one weapon of your choice. That weapon explodes with a spectacular blast – place a large blast template, centered on the soldier who lost his weapon. All models underneath the template suffer a S3 AP- hit. The weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster, and it's points cost is substracted from the gang rating. A model is always assumed to have a single close combat weapon, even if he's lost everything else.

Upkeep.

Firstly, I think you deserve a nice picture after all this super huge skill table.



There, cosmoserbians have to cheer you up a bit.

(If you don't know the reference, watch this: <http://www.youtube.com/watch?v=c-sDet31CA8>)

Now, after you've determined who's dead and how many XP and what abilities/skills each survivor has gained, it's time to go where the money is. Firstly, remember the 5 territories you generated? It's time to recall them. Now is the time when you generate points. Also, **besides the territories – you gain bonus points for if you play against a squad with a higher gang rating than yours. Gain a +1 point for every 75 gang rating points you have less than your opponent.** Also, at this point, you can sell any piece of equipment that you have for $\frac{1}{2}$ its points cost, rounding up, gaining those points in your stash. Here's the total income formula for the bonuses:

(Income from territories + Income gained by loot + 1 for every 75 gang rating points you have less than your opponent + Income gained by special mission effects or otherwise + any equipment you've sold)

After you've calculated the final result, put that many points in your stash.

After eraning the income, you must pay your upkeep costs. Remove one point per model (+any additional costs) from your stash. With what's left you can either negotiate the release of your soldiers or buy additional upgrades or soldiers, or just save for later. **If you cannot pay the upkeep, you can sell some your equipment at $\frac{1}{2}$ the points cost, rounding up, to provide for your soldiers – if you don't, a random soldier dies permanently.** At this point, you can also freely exchange the weapons and wargear that your squad members have (but not armor) among your soldiers. If someone has gained a +1 BS, you might want to give him the special weapon from a squad member that still has the old BS, for example, giving him back his old basic weapon.

Buying things for points

- **You can buy any new non-vehicle, non-artillery, non-flying** (monstrous creatures are now allowed, but they can't be flyers; artillery is not allowed until a later version when I'll figure out how it works) **models, paying their full points cost including any upgrades for your squad from the Elites, Fast attack or Troops choices. Follow the initial guidelines about purchasing single models. You can ignore the limitations for the wounds, armour and invulnerable save, and the limitation of the maximum number of models that your squad can have, and the limits for special and heavy weapons.** If you want to buy a sergeant, it either costs the points noted in your codex or 1.5 times the normal soldier's value, though. **All of the new models start with 0 xp points.** (Named, special, unique characters – doesn't matter how you call them - cannot be purchased)
- **If you do not have your single walker, you may purchase it, paying its full points cost, including any upgrades, from ANY slot of your codex.** But you can still NEVER have more than a single walker in your squad.
- **You can buy ANY non-vehicle upgrade** (the upgrade can also come from HQ and Heavy Support sections) **in your codex for ANY of your models. This includes „implied” upgrades. You cannot purchase anything from the special/unique/named character entries, though.** (Can't get the Marbo's venomous pistol, for example.) implied upgrades are stuff that models use but that don't have a stated points cost – such as rough rider horses that can be purchased for non-rough rider models. In some of the cases, I've written the costs at the end of the book, in the random shit section. These come from personal testing and calculations. Some special limitations still do exist, they are also written in the random shit section. (If you feel that there's another limitation that should be in effect, please e-mail me – ihatebalrog@gmail.com) In other cases, where the points cost isn't written in the codex, you'll have to determine the price using logics and common sense. Either use the points cost written in another, similar codex (such is the case of power armour – see random shit) or just deduct the upgrade price from the total price of the model.

Here's an example. We have Rough Riders for 11 points each. They have the basic guardsman statline, except they also have horses and hunting lances. A basic guardsman costs 5 points. Let's reduce the rough rider price by that many points then. It leaves us with 6 points. As hunting lances have limitations, yet, are extremely powerful in the first round of close combat, I consider them to be 2 points each. That leaves us at a price of 4 points per horse. If your squad comes from an Imperial Guard codex, then you can now purchase a horse for every member of your squad at 4 points each. This is the fluffy, unspecified part of the rules, so please, PLEASE send me those e-mails and use logics.

- **In case of an upgrade, costing differently for different squads in the codex, use the native entry.** (that is, if you decide to buy a lascannon for a tactical marine, use the cost noted in the tactical squad entry, not the one on the devastator entry.) **If you cannot do that, use the more relevant entry.** (That is, if your model from the troops section doesn't have the upgrade in his own entry, he has to check if it's available in any Fast Attack or Elites slot entry, and use the according points cost, ignoring the fact that someone in HQ or Heavy Support might have the same upgrade for less points. **If there's no relevant – FA, HS or Troops entry, use the more expensive cost for the upgrade from your codex. Also, note that non-implied costs from similar codexes should precede implied cost from your own codex.**

- **Walkers can only purchase walker upgrades. They don't have to be the specific walker upgrades, but they must come from a walker's entry.** (For example, a dreadnaught can purchase a venerable dreadnaught upgrades, and a scout sentinel can purchase armoured sentinel upgrades.)

Random Shit

(Answers to questions that are important but that don't really fit anywhere else)



Just because this part is random, doesn't mean it's not important. In fact, this might be one of the most important parts of the book, because this tries to explain some of the paradoxes that will (inevitably) occur. You'll have to use logics (gasp!) for the others. Oh, and please send me those questions/problems you find during the games. This book depends on it!

How do units with the Brotherhood of Psykers rule work in Urban Warfare games?

Depending on how you use them. As every model is a separate unit, but as their power comes from casting together (at least, in case of IG sanctioned psykers and GK mystics), I rule it works like this: If they cast spells separately, but then their power comes just from the one psyker casting the spell. Or, if they're at least 6" from each other, they can opt to cast a spell together, using the normal rules for power, as if they were a single unit. Note that Grey Knights themselves follow slightly different rules.

How do Grey Knights/Sisters of Battle squad-based abilities work?

About Grey Knights – they have these Squad-based psychic powers, which can be cast by anyone from the squad, and the SoB's have acts of faith, which affect the whole squad. (If there's any other army that works like this, let me know) So, my rule goes like this: If you have some of GK models that could be fielded as a squad in a normal game, or if you have some models which could be treated as a SoB squad, generating a faith point they are treated as a squad when it comes to

psychic powers, I.E. They (the models which would be treated as a squad) can, in total, cast only a single psychic power per turn, (or they generate a single faith point) but this can be done by anyone of them. IF the said psychic power is some sort of an augmentation or would work in a way should theoretically affect the whole squad of Grey Knights, (such as activating Force Weapons or casting Hammerhand) or in case of SoB's the acts of faith that affect the whole squad, then a) nominate a model taking the test. b)take the test and finally c) Affect all of the models that would be considered that model's „squad” in a normal game. This balances out, because if I'd made GK activate their Force Weapons separately, they'd argue they can holocaust separately, and that's game-breaking. Same with the insane amount of faith points the SoB's would get.

How does the Ork „mob rule” work?

Treat all units on the table with the „mob rule” special rule as a single unit for the purposes of the special rule. That is, if there are a total of 11 orks with this rule in your army list, then they're all fearless! (Now go and smack some oomies.)

How Necrons work in Urban Warfare?

My first answer would be: „Screw you, you're playing necrons. I hate you! Damn OP codex with their damn OP units...” but being the polite and nice man that I am, I have to respond, by saying that, unfortunately, all Necron models in Urban Warfare, that have the „reanimation protocols” special rule are treated as having the „ever living” rule as well.

The Guardsmen Heavy Weapon question.

The Imperial Guard is the only army I know that uses two models combined in one to wield heavy weapons. It's all cool when you're making the initial army list – one heavy weapons team, one model, one statline. But...what to do when you want to give your guys heavy weapons later? (This doesn't concern sniper rifles, as they're not used in the heavy weapons teams.) Well, by taking a quick glimpse at the codex, I understood that although Harken uses a heavy weapon, he's stronger than other guys. So, I thought – hey, all the models with S4 carry heavy weapons alone. So yeah, to give a heavy weapon to a single guardsman (veteran or otherwise) you have to make him S4 first. (most likely through leveling up.) If you don't have any S4 models, then the only way of getting heavy weapons is buying new Heavy Weapon squads – because combining existing models into such teams, seemed a) terribly silly and b) extremely long and hard to describe rules-wise in written form.

On Space Marines & MEQ's

Did not want to clutter the *buying upgrades* part of the document, so I'm writing this here. Firstly, models in terminator armour have the following limitations, when receiving upgrades:

- They cannot use bikes/jetbikes of any kind.
- They cannot purchase a jump pack.

Secondly, a bike, upgraded with a jet pack counts as a jetbike, and causes two impact hits in close combat.

The price of weird upgrades.

As you can basically purchase anything for points in the upkeep phase, you'll need to make some calculations to find out the costs of the weirdest things in your dex. So, for convenience, here's

some costs for some popular upgrades with no exact price listed in their respective codexes which we calculated when I was playing with my friends. Should make your life a bit easier:

Imperial Guard – things done by simple calculation.

Lasipistol – 1 point.

A horse (from rough riders, used to make your soldier a cavalry model) – 4 points

Hunting Lance – 2 points.

Ripper guns (ogryn weapon) can only be taken if your soldier has a strength of at least 5, and cost 10 points.

SM&CSM

Power Armour – 8 points - you're lucky. The GK dex holds this as an upgrade. As they're MEQ, use this price for all SM/CSM armies.

Space Marine Bike – 9 points. (Calculated by subtracting a tactical marine's price from a biker's price)

Epilogue

(Here's some final words, and the logo/battlecry of my army – Letonnian Iron Brotherhood, 42nd regiment)

Letonnian Iron Brotherhood 42nd



Drown In Our Blood

Firstly, thank you for downloading and reading this document – it was quite hard to create. And took a lot of my time. **And it's not the final version even!** Secondly, if you still have any unanswered questions, after reading this document, read the random shit section. If that doesn't help, use logics, and mail me the solution at ihatebalrog@gmail.com – i'll support this forever. Or just use search – i'm a philosophy student/technical writer, thus I know how to make quality .pdf's. I also accept donations to paypal – the email is the same you should use to mail me. The sale of this product is prohibited, and all the trademarks belong to GW. I, Kristaps Resnais, Torquemada, Supreme Quartermaster of the Boot Camp boards (s4.invisionfree.com/boot_camp) claim the authorship of this projet, and I hope that you'll enjoy using it as much as I did creating it.